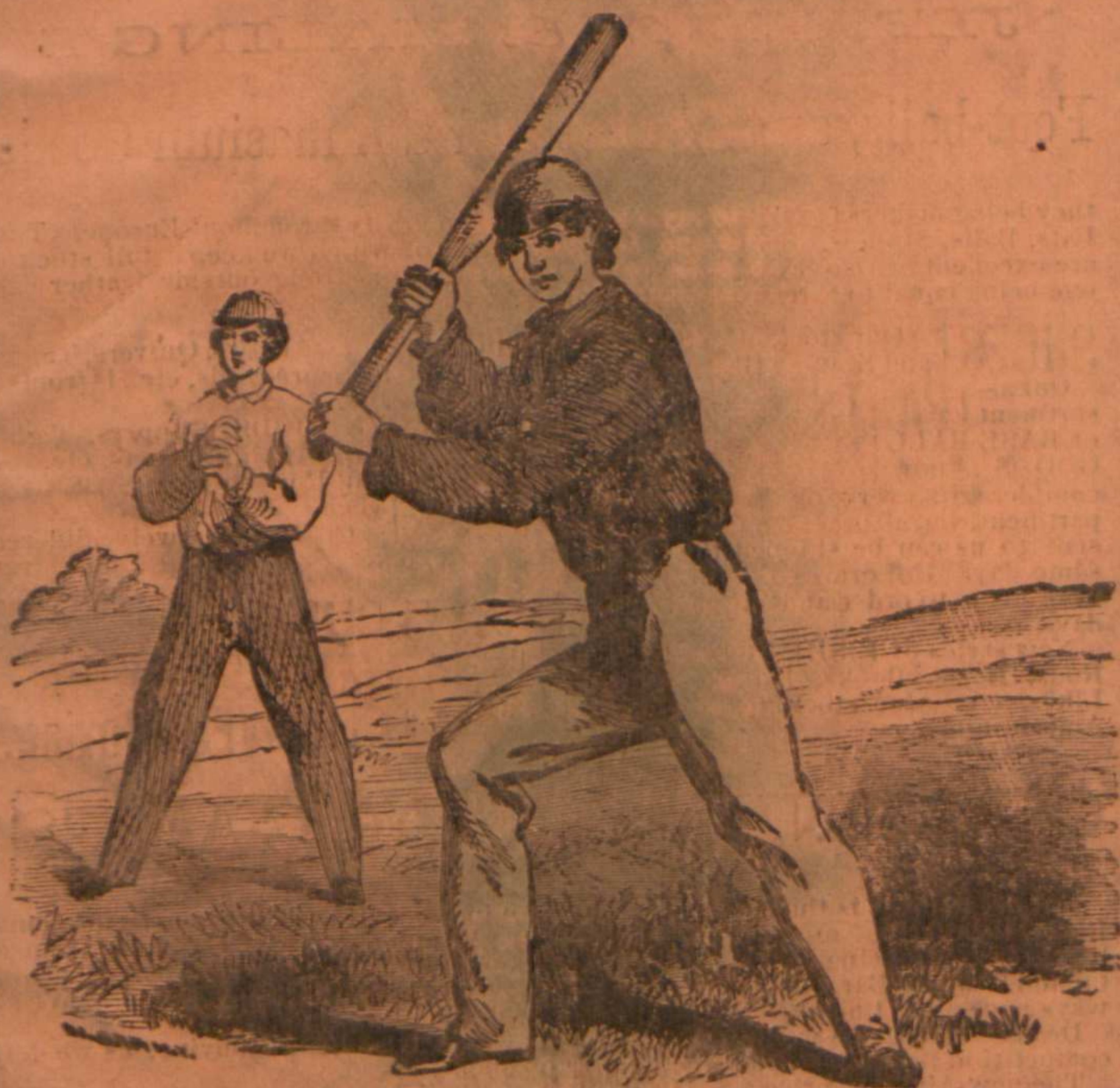


Thirteenth Annual Edition, for 1874.

# DOUBLE



## BASE-BALL PLAYER

BY HENRY CHADWICK.

BEADLE AND ADAMS, 98 WILLIAM ST., NEW YORK.

The American News Company, New York.



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THE 13th ANNUAL EDITION.

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THE DIME

BASE BALL PLAYER

FOR 1874,

CONTAINING:

A BRIEF HISTORY OF BASE-BALL—RULES FOR FORMING CLUBS—  
INSTRUCTIONS FOR SCORING THE GAME—TECHNICAL  
TERMS USED IN BASE-BALL—INSTRUCTIONS FOR MANA-  
GING A CLUB—RULES FOR MAKING OUT AVERAGES—  
THE PROFESSIONAL CLUB RECORDS FOR 1873—

TOGETHER WITH

CLUB AVERAGES FOR 1873,

AND THE

NEW CODE OF PLAYING RULES FOR 1874.

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EDITED BY HENRY CHADWICK.

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NEW YORK:  
BEADLE AND ADAMS, PUBLISHERS,  
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# THE DIME BASE-BALL PLAYER.

## INTRODUCTION.

THE National Game of Base-Ball is now undoubtedly the most popular summer pastime in America. In every way is it suited to the American character. It is full of excitement, quickly played, and it not only requires vigor of constitution, manly courage, and pluck, but also considerable power of judgment to excel in it. Moreover, Base-Ball, when played in its integrity, is entirely free from the objectionable features which too frequently characterize other prominent sports of the country.

What Cricket is to an Englishman, Base-Ball has become to an American. In England, Cricket has more devoted admirers and more ardent followers than any recreation known to the English people. On the Cricket field—and there only—the Peer and the Peasant meet on equal terms; the possession of courage, nerve, judgment, skill, endurance and activity alone giving the palm of superiority. In fact, a more democratic institution does not exist in Europe than this self-same Cricket; and as regards its popularity, the records of the thousands of games played each year, which include the names of Lords and Commoners, Divines and Lawyers, Legislators and Artisans, and Literateurs as well as Mechanics and Laborers, show how great a hold it has on the people. If this is the characteristic of Cricket in aristocratic and monarchical England, how much more will the same characteristics mark Base-Ball in democratic and republican America.

Those who remember the leading Base-Ball contests of 1857, at Hoboken, then the head-quarters of the fraternity, and the scene of the principal matches, can not but be impressed with the contrast between the style of play then in vogue, and that which prevails now. The change for the better is nearly on a par with the vast increase in popularity Base-Ball has attained within the past ten years; and ere a few more seasons have come and vanished, we trust to see the game so improved as to render further changes in its rules unnecessary.



The improvements which have been introduced year after year, have been the result of each season's practical experience, and not of any special theory in connection with the game. In 1857 the boyish rule of the bound catch was in vogue, and at that time the National Association included about twenty clubs, located within a radius of less than twenty miles of New York. At this period, too, it was little more than a game calculated for exercise during the leisure hours of a summer afternoon, possessing comparatively few attractions as affording means for an exciting contest for the palm of superiority in athletic skill. Men of forty years of age and upwards could excel in it, and but a few weeks' practice at the game was necessary to enable a man to take a creditable position as a player. How different is its position now! What a change has taken place in ten short years! Now Base-Ball is the equal of Cricket as a scientific game—that is, as a game requiring the mental powers of judgment, calculation and quick perception to excel in it—while in its demands upon the vigor, endurance and courage of manhood, its requirements excel those requisite to become equally expert as a cricketer. In regard to its growth in popularity, the ocean boundaries of the United States are not sufficient to limit its extent; for, like Cricket among Englishmen, Base-Ball has been played by Americans in distant parts of the world, while at home it has been permanently established as the National pastime of the American people.

As each season's experience in the game develops some new phases, or points out the errors of previous amendments of the rules, of course each year will create new work for the Committee of Rules; and, of necessity, it will be some years hence before alterations in the rules, to a more or less extent, will have become needless and disadvantageous. As it has been, for a century past, in Cricket, so will it be in Base-Ball for years to come, and in Cricket we have seen the batting conquer the bowling, and upon the bowling gain supremacy over the batting, and as the balance of power weighed down on the one side or the other, just in proportion were the rules adjusted so as again to equalize things. Just so is it in Base-Ball. In 1861, '2 and '3, the pitching had a decided advantage over the batting, and hence the necessity of rules limiting the powers of the pitcher. Since then the batting has gradually but surely gained on the pitching, and it therefore becomes necessary either to restrict the powers of the batsman, or to give more latitude to the pitcher; and in making a choice of rules for either object, the only question to be decided is, which will most subserve the interests and attractiveness of the game. We present this view of the question of changes in the rules, to the attention of those who hastily and without consideration, blindly oppose all amendments to the rules.



## The Game of Base Ball

BASE-BALL is played by nine players on a side ; one side taking the bat, and the other the field. The latter occupy the following positions in the field: Catcher, Pitcher, First, Second and Third Base-men, Short Stop, and Right, Left and Center Fieldsmen. The side that wins the toss, have the choice of taking the bat or the field at their option. The batsman stands at the home base, on a line drawn through its center—parallel to one extending from first to third base—and extending three feet on each side of it. When he hits the ball, he starts for the first base, and is succeeded by player after player until three are put out, at which time the side occupying the field take their places at the bat, and, in like manner, play their innings.

When the batsman succeeds in reaching the home base, untouched by the ball in the hands of an adversary, and after successively touching the first, second and third bases, he is entitled to score one run; and when he hits the ball far enough to admit of his making the four bases before it is returned, he makes what is termed a home run. Nine innings are played on each side, and the party making the greatest number of runs wins the match. In case of a tie, at the close of the ninth innings, the game must be continued, innings after innings, until one or other of the contesting sides obtains the most runs. And if any thing occur to interrupt or put a stop to the game before five innings on each side have been played, the game must be drawn. The rules and regulations of the game define all further particulars in reference to it.

### First Rules of Base Ball.

SECTION 1. The bases shall be from "home" to second base 42 paces; from first to third base 42 paces equidistant.

SECTION 2. The game to consist of 21 counts or aces, but at the conclusion an equal number of hands must be played.

SECTION 3. The ball must be pitched and not thrown for the bat.

SECTION 4. A ball knocked outside the range of the first or third base is foul.

SECTION 5. Three balls being struck at and missed, and the last one caught, is a hand out; if not caught, is considered fair, and the striker bound to run.

SECTION 6. A ball being struck or tipped, and caught either flying or on the first bound, is a hand out.

SECTION 7. A player, running the bases, shall be out, if the ball is in the hands of an adversary on the base, as the runner is touched by it before he makes his base—it being understood, however, that in no instance is a ball to be thrown at him.

SECTION 8. A player running, who shall prevent an adver-



sary from catching or getting the ball before making his base, is a hand out.

SECTION 9. If two hands are already out, a player running home at the time a ball is struck, can not make an ace if the striker is caught out.

SECTION 10. Three hands out, all out.

SECTION 11. Players must take their strike in regular turn.

SECTION 12. No ace or base can be made on a foul strike.

SECTION 13. A runner can not be put out in making one base, when a balk is made by the pitcher.

SECTION 14. But one base allowed when the ball bounds out of the field when struck.

It will be at once perceptible to all who will contrast the above rules with those at present in force, that the game of Base-Ball, at that period, was not to be compared to the systematic and, to a certain extent, scientific game that is now such an attractive feature of our American sports and pastimes.

The simple rules in question were those adopted by the old Knickerbocker Club in 1845, and they were in vogue up to the period of the first Base Ball Convention in 1857. Since then the rules have been amended and improved, season after season, by Conventions representing the most influential clubs in the country. There is now but one playing code governing the entire country. In 1845 there were the New York rules, the New-England rules, and the Philadelphia—town ball—rules.

### Measuring the Ground.

THERE are several methods by which the ground may be correctly measured; the following is as simple as any: Having determined on the point of the home base, measure from that point, down the field, *one hundred and twenty-seven feet four inches*, and the end will indicate the position of the second base; then take a cord *one hundred and eighty feet long*, fasten one end at the home base, and the other at the second, and then grasp it in the center and extend it first to the right side, which will give the point of the first base, and then to the left, which will indicate the position of the third; this will give the exact measurement, as the string will thus form the sides of a square whose side is ninety feet. On a line from the home to the second base, and distant from the former *forty-five feet*, is the pitcher's first point, the second point being six feet further, on the same line. The foul-ball posts are placed on a line with the home and first base, and home and third, and should be at least one hundred feet from the bases. As these points are intended solely to assist the umpire in his decisions in reference to foul balls, they should be high enough from the ground, and painted, so as to be distinctly seen from the umpire's position. Flags are the best for the purpose.



## CONSTITUTION

### Article I.

SECTION 1. This club shall be known as the \_\_\_\_\_ Base Ball Club of \_\_\_\_\_ and shall consist of not more than \_\_\_\_\_ regular members.

### Article II.

SECTION 1. Those desirous of becoming members, can be proposed at any meeting, but must be balloted for at the ensuing meeting.

SEC. 2. Proposals for membership must be seconded by some member of the club other than the one proposing.

SEC. 3. At a ballot for membership \_\_\_\_\_ negative votes shall exclude the candidate.

SEC. 4. All persons who are elected members, must subscribe to the Constitution and By-Laws, pay their initiation fee and regular dues, and furnish their address to the Secretary of the club, within \_\_\_\_\_ days after notice of election, or forfeit all claim of membership.

SEC. 5. Honorary members must be elected by a unanimous vote of the members present at a regular meeting. They are not required to pay either initiation fee or dues, but are to be subject to the laws of the club.

SEC. 6. Any member desirous of withdrawing from the club, must tender his resignation in writing at a regular meeting; no resignation shall be accepted from any member who is in arrears for dues to the club.

### Article III.

SECTION 1. The officers of this club shall consist of a President, Vice-President, Secretary, Treasurer, and three Directors whose term of office shall be one year.

SEC. 2. The election of officers shall be by ballot, and shall take place at the first regular meeting in \_\_\_\_\_. They shall be balloted for separately, and must receive a majority of all the votes polled, to entitle them to an election, and shall enter upon their respective duties immediately thereafter.

SEC. 3. It shall be the duty of the President to preside at all meetings; to enforce a proper observance of the Constitution and By-Laws of the Club; to appoint all committees, not otherwise provided for, and have the casting vote in case of a tie upon any question.



SEC. 4. The duties of the Vice-President shall be to perform those of the President, in the absence of that officer.

SEC. 5. The duties of the Secretary shall be to keep all the books of the club, except those of the Treasurer, attend to all correspondence, call all meetings of the club, keep a roll of the members, which he shall call at the opening of every meeting; and such other duties as may be found in the following articles.

SEC. 6. The duties of the Treasurer shall be to receive and disburse all the funds of the club; keep a book of individual accounts; pay all bills made or approved by the President, and render vouchers for the same; and at each regular meeting, when called upon to do so, report to the presiding officer the financial condition of the club.

SEC. 7. It shall be the duty of the directors to take charge of the necessary implements of the club; determine the time to commence and close the season for field exercise; and attend to all miscellaneous duties not otherwise provided for.

SEC. 8. In case of any office becoming vacant, the vacancy shall be immediately filled by a new election.

#### Article IV.

SECTION 1. The stated meetings of the club shall be held monthly, at 8 o'clock, P. M.

SEC. 2. ——— members shall constitute a quorum for the transaction of business at regular meetings.

SEC. 3. The President shall call extra meetings for business, at the written request of a regular quorum of members, or when he may deem it expedient.

SEC. 4. The days for field exercise shall be such as may be appointed from time to time at the regular meetings of the club.

SEC. 5. All committees shall report at the next meeting after their appointment, except when the nature of their business requires a longer time.

#### Article V.

SECTION 1. Every alteration, amendment, or addition to the Constitution or By-Laws, shall be delivered to the President in writing, who shall publish the same to the club, and at the next regular meeting it shall be considered and adopted, if two thirds of the members present concur.



**BY-LAWS.****Article I.**

At the regular meetings of the club, the following order of business shall be observed: 1st, calling the roll; 2d, reading the minutes of the previous meeting; 3d, collection of dues and fines; 4th, proposing members, and election thereof; 5th, reports of committees; and 6th, miscellaneous business. A motion for adjournment shall always be in order.

**Article II.**

All persons elected members of this club shall pay an initiation fee of — dollars, and each member shall pay a — due of — dollars.

**Article III.**

No expenses for refreshments on match days shall be paid out of the funds of this club. All such expenses to be defrayed by individual subscriptions only. And all assessments levied on the members of this club, shall be paid or not, at the option of each member assessed.

**Article IV.**

SECTION 1. Any member who shall use profane language, either at a meeting of the club, or during field exercise, shall be fined — cents.

SEC. 2. Any member disputing the decision of the Umpire during field exercise, shall be fined — cents.

SEC. 3. Any member refusing obedience to the Captain during field exercise, and while he has lawful authority, shall pay a fine of — cents.

SEC. 4. Any member who shall absent himself from a business meeting without a sufficient excuse, shall be fined — cents.

SEC. 5. Any member, either at a meeting for business, or field exercise, not coming to order when called upon to do so by the President or Captain shall be fined — cents.

SEC. 6. Any member refusing to pay the fines and dues imposed by these By-Laws, or who shall absent himself from field exercise for the space of three months, may be suspended or expelled by a vote of — of the members present at a regular meeting.



SEC. 7. Any member under suspension is subject to dues, but can not either vote or participate in field exercise.

#### Article V.

Members when assembled for field exercise will be directed by two Captains, who shall be designated by the presiding officer of the club present. The Captains are to have absolute control of the game, and shall designate each position the player is to occupy in the field, which position can not be changed without the consent of the respective Captains. The presiding officer will also designate some member to act as Umpire, whose duty, on such occasions, shall be to keep the game in a book, reserved for that purpose, and also note all violations of the By-Laws. He shall decide all disputes relative to the game, and shall collect the fines incurred during the game, and pay the same to the Treasurer. If there be not a sufficient number of the members of the club present when a match be made up, others, not members, may be chosen to make up a game, which game shall not be broken up to admit members arriving on the ground later than the time appointed for commencing play. In all other cases members shall have the preference.

#### Article VI.

Any alteration, addition, or amendment of these By-Laws shall be made in the same manner as provided in Article —, Section —, of the Constitution.

Our readers will perceive that the Constitution and By-Laws just given contain no fines for non-appearance on practice-days, experience having shown that such are almost useless, partly from the difficulty attending the collection of such small amounts, but principally from the valid excuses rendered by the absentee.

Clubs are now known either as "Amateur" or "Professional" clubs, according as they employ professional players in their club. Any club having more than two professionals in their organization, is liable to be rated as a professional club. Amateur clubs are allowed one professional player to take charge of a ground. Professional clubs are those who have a majority of their nine composed of paid players.



## ON SCORING IN BASE-BALL.

The system of scoring now in vogue throughout the country was first introduced by the author of this book in 1867, and since then it has been very generally adopted.

The scorer of a base-ball match has either to perform a very simple task, or he has a duty to attend to which requires his close attention to every movement of the players in the field. To record the simple outs and runs of a match requires only the use of the figures 1, 2, and 3 for the purpose of recording the outs made by each player; and only a dot (.) for each run scored; these are added up at the close of the match, and the total of each placed opposite the name of the batsman making them, the score of the runs made each innings being placed at the foot of the column of each inning. This record only gives the simple scores of outs and runs in the game.

To score a game, however, in such a manner as to provide correct and reliable data for a true estimate of the skill of each player at the bat and in the field in a game, involves considerable more work. We shall now proceed to describe in full our latest and improved system of scoring in base-ball matches, by means of which a full and correct analysis of each player's skill can be readily arrived at, at the close of each season.

The only true estimate of a batsman's skill, is that based on the number of times he makes his bases on hits, not by errors of the fielders, but by what is known as "clean" hitting. For instance, if a batsman hits a ball to the short stop, which the latter stops easily but throws wildly to the first base, the batsman may thereby get home on the error and score his run, while he would not be really entitled to his first base by his hit. On the other hand he may, by a sharply-hit ground-ball, be enabled to reach his first base in safety by means of his good batting, and yet, by the inferior batting of his successor, he may be easily put out at second base from being forced off. It will be seen therefore that while in the one case he scores a run on a poor hit, in the other he is charged with an out on a good one. This shows how unreliable the score of outs and runs is as a criterion of good batting.



Before proceeding further, we give below a copy of a score, such as is ordinarily prepared for the press, in which the runs and first base hits show the batting record; and the total number of players each fielder put out, and the number of times he assisted others in putting out players, shows his fielding record. The score given is that of the first professional game of the season of 1871, played at Fort Wayne, Indiana, May 4th, of that year, between the Forest City nine, of Cleveland, and the Kekionga nine, of Fort Wayne. It proved to be the smallest score made in a regular match during the season.

KEKIONGA.					FOREST CITY.				
R.	1B.	P.	O.	A.	R.	1B.	P.	O.	A.
Sellman, 3d b....	0	2	2	0	J. White, c.....	0	3	9	0
Mathews, p.....	0	0	1	0	Kimball, 2d b....	0	0	4	0
Foran, 1st b.....	0	1	2	0	Pabor, 1 f.....	0	0	0	0
Goldsmith, s s....	0	0	3	1	Allison, c f.....	0	1	2	0
Lennon, c.....	1	1	9	1	E. White, r f....	0	0	1	0
Carey, 2d b.....	0	0	4	0	Pratt, p.....	0	0	1	0
Mincher, 1 f.....	0	0	4	0	Sutton, 3d b....	0	1	0	1
McDermot, c f....	0	1	0	1	Carlton, 1st b....	0	0	6	0
Kelly, r f.....	1	1	2	0	Bass, s s.....	0	0	1	4
Totals.....	2	6	27	3	Totals.....	0	5	24	5

INNINGS.	Runs scored.	1st	2d	3d	4th	5th	6th	7th	8th	9th
Kekionga.....	0	1	0	0	1	0	0	0	0	0—2
Forest City.....	0	0	0	0	0	0	0	0	0	0—0

*Runs earned.*

Kekionga.....	0	1	0	0	0	0	0	0	0	0—1
Forest City.....	0	0	0	0	0	0	0	0	0	0—0

First base by errors—Kekionga 0; Forest City, 4. Double play by Carey, 1. Umpire—Mr. J. L. Boake, of the Live Oak Cincinnati Club. Time of game, 2 hours.

As we before remarked, the most reliable data on which to base an estimate of a batsman's skill, is that of the record of the number of times he secures his first base by "clean hits," that is, not by errors on the part of the fielder, such as wild throws, dropped fly-balls or palpable muffs, but by skillful batting only. In addition there is, of course, the data of the total number of bases so made; but inasmuch as scorers are apt to be mistaken in their estimate of the total bases scored on hits, this record is not as reliable as that of the number of times the first base is so made, for there is but a slight chance of mistakes being made in a record of how a batsman makes his first base.

A clean hit, giving the first base, is recorded by a mark as follows, †. A similar hit, giving the second base, by a mark thus, ‡; and one giving the third base by a mark thus, §, the letters h. r. marking a clean home run, viz., a run scored from a ball hit to the outer field, out of the reach of the fielders. In re-



ording bases scored by errors in fielding, we use the following signs: For a wild throw we make this mark, —•—. For a dropped fly-ball a round mark, thus ○, and for a muffed ball a mark (•). Now by the above figures a full record can be made of bases made by clean hits and also by errors.

We now come to the instructions in regard to what constitutes bases on "clean hits." A base is made on a clean hit when the ball is sent from the bat out of reach of a fielder, and in such a manner as to admit of the batsman's making his first, second or third base before the ball can be fielded to either base as the case may be. For instance, the batsman makes his first base by a clean hit when the ball is sent sharply along the ground out of reach of either of the in-fielders, or if he sends it "safely" over their heads, and yet not far enough to the out-field to enable them to catch him out. He also is entitled to his base on his hit if he sends a hot ball to the short stop or third baseman, and the ball be partially stopped but not in time to throw it to the base; and, of course, he is entitled to a base on his hit if the ball be sent either over the heads of the out-fielders or along the ground out of their reach. In fact, any "hot" ball which goes by the in-fielders to the out-fielders, from being out of reach, gives the batsman his base on a clean hit.

The cases when batsmen are not entitled to bases on hits are as follows: 1st, when a ball from the bat is dropped by the fielder; 2d, when, if well stopped, it be wildly thrown to the base; 3d, if it be muffed by the fielder; 4th, if it be muffed by the baseman when thrown in to him; and 5th, when the player on any of the bases is put out by being forced to vacate his base, for in this latter case any ball hit to a fielder so as to enable him to put out a base-runner who is forced to vacate his base, would have put out the striker if it had been thrown to the first base instead of to the second or third. It will be found an easy matter to record how the first base is made, as it is not difficult to estimate errors in the in-field, but when we record the total number of bases made by clean hits, far more care and judgment is requisite. For instance, if the batsman offers the out-fielders a good chance for a fly-catch, and from lack of skill in judging the ball they either fail to catch it, let it go by them, or if stopped fail to throw it in to the right base, no base should be given on the hit in the first case, and no extra bases from the failure to stop the ball or to throw it in properly. It is only by sharp, bounding balls to the out-fielder that the second base can be made on a clean hit, and the third base can only be made on a clean hit when the ball is sent either bounding or on the fly out of the reach of the out-fielders. Hence it will be seen that chances for making more than the first base on clean hits decrease in proportion to the number of bases the batsman tries to run, the first base being made three times to the second's once, and six times as often as the third is



WHEN PLAYED.....										TIME GAME ENDED, .....										FIELDING SCORE.									
SCORE OF INNINGS.										FIELDERS.										B   F   L   D   K   R   T   A									
1   2   3   4   5   6   7   8   9																													
1										1										1									
2										2										2									
3										3										3									
4										4										4									
5										5										5									
6										6										6									
7										7										7									
8										8										8									
9										9										9									
Totals,										Totals,										Totals,									
Grand Total,										Grand Total,										Grand Total,									

Winning Club, \_\_\_\_\_ Scorer, \_\_\_\_\_  
Umpire, \_\_\_\_\_ Time of Game, \_\_\_\_\_ hours \_\_\_\_\_ minutes.



The preceding page presents a copy of the regular score-sheet now used by all clubs in recording first-class matches. It is from Mr. Chadwick's Association Score Book, a copyright work, sold by all dealers in Base-Ball goods.

In the score sheet, of which this is a copy, the full headings of each column appear; but in this we give only the initials of the words. Thus, to the left, the initials represent the words, Runs, Outs, First-base, Total Bases, Muffs, Called Balls, Left and Home-runs. On the right, the initials represent the words, Bases, Fly, L for foul fly-catches, D for foul bound-catches, K for struck out, R for runs out, T for Totals, and A for times assisted.

In recording a game on this form of score-sheet we proceed as follows:

Under the head of "Batsmen" we place the name of the batting nine, and opposite, under the head of "Fielders," we place the name of the opposing nine. These names we re-write on the other page of the book, reversing their order by placing the names which have been recorded as the batting nine on one page, as the fielding nine on the other, and the fielding nine as the batsmen—the names of the two contesting nines thus appearing on the book twice, once as batsmen, and once as fielders. Over the heading "Batsmen" we record the time of commencing the game, and this is done only on the page on which the names of the nine who first go to the bat are recorded, the figures of the hour of the closing the game being placed over the heading "Fielders" on the other page. Over the figures of the innings we record where and when the game was played.

Each fielder is numbered from 1 to 9, and in recording, in the square of each innings, by whom players are put out, these figures are used to indicate the names of the fielders who put him out. The following abbreviations of words used to record the movements of each player during a game are now used by all scorers throughout the country, the system having been indorsed by the National Association in 1864.

A—put out on first base.	L F—put out by foul fly-catches.
B " " second base.	L D " " bound catches.
C " " third base.	R O " between the bases.
H " " home base.	H R home runs.
F " " by fly-catches.	K put out by three strikes.

The above, at first sight, would appear to be a complicated alphabet to remember, but when the key is applied it will be at once seen that a boy could easily impress it on his memory in a few minutes. The explanation is simply this—we use the first three letters of the alphabet to indicate the three bases; the first letter of the words "Home" and "Fly," and the last letter of the words "Bound," "Foul" and "Struck."



The following is the score-sheet of the Atlantic batting and Mutual fielding of the match of Oct. 12, 1868.

INNINGS.											
BATSMEN.	1	2	3	4	5	6	7	8	9	FIELDERS.	
1. Pearce,	9-6 A 1		*	*		5-6 A 1	*		5-9 B 1	1. C. Hunt, c. f.	
2. Smith,	2-6 A 2		*	*		6 A 2	*		*	2. Devyr, s. s.	
3. Start,	*		*	*		*	3d		*	3. Wolters, p.	
4. Chapman,	K 3		9-2 B 2	3d		*	7 LD 3		*	4. McMahon, l. f.	
5. Crane,		6 A 1	2d	7 LD 3		*		7 F 1	1 F 2	5. Swandell, 3 b.	
6. Mills,		9-6 A 2	5-6 A 3		K 1	h r *		*	*	6. Mills, 1 b.	
7. Ferguson,		*		*	*	LD 3		*	3d	7. Dockney, c.	
8. Zettlein,		7 LD 3		5-6 A 1	7 LF 2		LF 1	2-9 B 2	6 F 3	8. Jewett, r. f.	
9. McDonald,			K 1	6 A 2	9 F 3		6 A 2	9-6 A 3		9. Flanly, 2 b.	
<hr/>											
	1	1	3	4	1	4	2	2	4		
	—	—	—	—	—	—	—	—	—		
		2	5	9	10	14	16	18	23		

The above score not only gives the outs and runs made by each batsman in the game, but it also shows how he was put out and by whom. We will explain the first three innings by way of illustrating the system. Pearce was the first striker, and he was fielded out by Flanly, who passed the ball to Mills in time to put him out at first base. This is described as follows: The figure 1 on the lower line shows Pearce to be the first man out, and the figures above them stand in place of the names of the



fielders putting him out, viz., 9 for Flanly—he being the ninth man on the list—and 6 for Mills, the letter A being in place of the words “first base.” Smith was the second man out, as indicated by the figure 2; and he was put out at first base by the fielding of Devyr and Mills, the figure 2 being in place of Devyr’s name—he being second on the list of fielders—and the 6 for Mills’ name. The third striker was Start, and he made a run, indicated by the dot (.) in the lower corner. Chapman was the fourth striker, and he struck out, the figure 3 showing him to be third hand out, and the letter K standing for “struck out.” The total score of the inning is recorded at the foot of the column.

In the second innings Mills put out Crane at first base; Mills was fielded out by Flanly to Mills at first base; Ferguson scored a run, and Zettlein was third out on a foul bound by Dockney, the 7 being in place of Dockney’s name and the letters L D standing in place of the words “foul bound.” The total score of the inning is recorded as before, and below is the grand total of the game as far as played.

In the third inning McDonald led off by striking out, after which Pearce, Smith and Start scored runs. Then Chapman was put out at second base—shown by the letter B—by Flanly fielding the ball to Devyr at second base. Crane was left on the second base—shown by the figure and letter thus (2d) in the corner—and Mills was third hand out by the fielding of Swandell to Mills at first base. The total score of the innings was 3, and the grand total of the Atlantic at the close of the inning was 5, shown by the figures at the foot of the column of the inning.

Now all this figuring and abbreviating can be recorded with ease as fast as the movements of the players are made, but though the record shows not only how and by whom each batsman was put out, and also his outs and runs, it does not show how he made his bases, whether by good hits or poor fielding, and as it is very important to get at such data in order to arrive at a correct estimate of a batsman’s skill in the game, we use our system of recording bases on hits, a system, by the way, we have used in our reporting for ten years past, but it was only in 1867 that we first gave it publicity to any extent

### Technical Terms in Base-Ball.

Our national game now has its regular technical phraseology, and below we give a dictionary of the terms used in the game, especially compiled by the editor. We first give the technical terms used in reference to the pitching department, then those of the batting, next the fielding, and lastly the general terms in use.



### Terms Used in Pitching.

**A BALK.**—A balk is made when the pitcher either steps outside the lines of his position when making any of the preliminary movements in delivering the ball to the bat, or fails to deliver it after making one or other of such movements.

**A FOUL BALK.**—This balk is made whenever the player delivering the ball to the bat throws it by an overhand or round-arm throw; should the player delivering such balls to the bat persist in his action, the umpire, after warning him of the penalty, is obliged to declare the game forfeited by a score of 9 to 0.

**A BOWLED BALL.**—If a ball be bowled along the ground to the bat, the umpire is required to call a balk.

**CALLED BALLS.**—A called ball is the penalty inflicted on the pitcher for sending a ball to the bat out of the striker's legitimate reach.

**CHANCES.**—A "chance" in base-ball means an opportunity afforded off the pitching for the fielders to put a player out. A pitcher is never "punished" so long as his pitching affords chances for outs, no matter how many runs the opposing side may score in the game.

**DROPPING THE PACE.**—This term is applied when the pitcher lessens the speed of his delivery, and substitutes a medium-paced ball for a swift one. It is very effective in some cases.

**HEADWORK.**—This term is applied to a pitcher who uses his judgment in his work, and brings mental power into play to aid physical skill.

**OVER-PITCH.**—This term is applied to a ball which is pitched over the catcher's head out of his reach, or so wide of his position, on one side or the other, as to be just as much out of reach as in the first instance.

**PITCHER'S POINTS.**—These are the two iron quoits laid down on the center of the front and back line of the pitcher's position.

**PUNISHING THE PITCHER.**—The pitcher is "punished" when the balls he pitches to the bat are easily hit to the field in such a manner as to prevent them from being fielded to put the batsman or base-runner out. No pitcher is "punished" simply because runs are easily scored by his opponents, but only when bases are earned by clean hits off his pitching.

**PACE.**—This is the technical term applied to the degree of speed with which the ball is pitched to the bat. There are three degrees of pace, viz.: swift, medium, and slow. Creighton was the swift pitcher, or underhand thrower, par excellence, and Martin is the representative medium-paced pitcher. The best slow pitcher is the man who can toss in a ball to the bat which is most likely to deceive the eye of the batsman by the peculiar curve of the line of its delivery.

**SLOWS.**—Slows are balls simply tossed to the bat with a line



of ael very so curved as to make them almost drop on the home-base. When tossed in by a pitcher who has command of the ball, and who knows the weak points of his batting opponents, this style of delivery can be made very effective, but otherwise slow pitching is easy to punish.

**UNDERHAND THROWING.**—This is the style of delivery adopted by all very swift pitchers—so called. It is done by a quick, whip-like movement of the wrist or elbow.

### Terms Used in Batting.

**BASES ON HITS.**—A base is fairly earned by the batsman when he hits the ball in such a manner that it can neither be caught on the fly nor fielded to any base in time to put any player out. It does not follow that because the striker reaches the first base himself in time—and that, too, not by an error of fielding—that hereby he makes his base on a hit, as the ball may be used to better advantage in putting out the player “forced off.” It must be earned by a clean hit, or he is not to be credited with a base earned.

**BASES ON ERRORS.**—A base is secured by errors when the striker gets safely to first base either through the ball being “muffed” by the fielder, or thrown wildly to the base player, or not held by him when accurately thrown. A base, too, is secured by an error when an easy chance for a catch is lost, either by the poor judgment or lack of activity of the fielder, or when two fielders both hesitate to take the chance offered.

**BATSMAN.**—The striker at the bat is called the batsman or “striker” until he has hit a fair ball.

**BOUNDER.**—A “bounder” is a ball from the bat which bounds out of the reach—not over the heads—of the infielders. It is a ball which first strikes the ground in the infield.

**CLEAN HOME RUNS.**—This is the term applied to a run obtained by a long hit to the out-field by which the ball is sent out of the reach of the out-fielders so as to admit of a base-runner running round and touching all four bases before he is put out. If he stops on any base, thinking he can not get home in time, he is to be credited only with the number of bases he made before stopping. Ordinary home runs are frequently made from overthrows, or dropped or muffed balls at the out-field. These are not now counted as home runs, as they are the result of errors in the field and not of heavy batting. Home runs, at best, are no criterion of skillful batting, and they are only useful in bringing men home when the bases are all occupied.

**DAISY CUTTERS.**—A “daisy cutter” is a ball hit sharply and close along the ground from a ball pitched low to the bat. When sent in the right direction they are telling and pretty



**FAIR BALLS.**—A fair ball is one sent from the bat so as to strike the ground anywhere in front of or on the lines of the in-field from home base to third base and home base to first base.

**FOUL BALLS.**—These are balls sent from the bat which strike the ground back of the foul-ball lines.

**FACING FOR A HIT.**—The batsman is said to "face for a hit" when he stands in such position as nearly to face the part of the field he desires to send the ball.

**FUNGO.**—This is a style of batting, useful only in affording out-fielders a chance for practice in taking long, high balls on the fly. It, however, gets the batsman out of good batting form, for he has to hit the ball as it falls perpendicularly, and not as it comes to him in pitching, nearly horizontally.

**GROUNDER.**—A ground hit is a very safe style of hitting if the ball is sent in the right direction. Sharply hit grounders sent to any position, except first base, will generally insure a base, as the fielder, even if he stops it, generally fails to field it in time to the base.

**HIGH BALLS.**—A "high ball" is one hit high in the air, and is unfavorable for a fielder to catch. Long, high balls are much admired by spectators, but with intelligent and experienced fielders and a good, sharp captain, every such ball hit ought to lead to the striker being put out.

**LINE BALL.**—A "line ball," or "liner," is a ball sent swiftly from the bat to the field almost on a horizontal line. A catch from such a ball looks handsome; but it is not so difficult a ball to hold as a high foul ball, as the latter has great bias given to it by the bat.

**LONG BALLS.**—"Long balls" are balls sent either flying or bounding along the ground to the out-fielders. If the former, they ought to be caught; if the latter, they surely give a base.

**LOW BALL.**—This is a ball sent low to the bat. The legitimate reach of the batsman does not extend lower than a foot from the ground.

**ONE, TWO, THREE.**—This term is applied to the order of retirement when three batsmen are put out in succession.

**PLAYERS RUNNING BASES.**—The striker ceases to be considered as such the moment he strikes a fair ball, or when he is obliged to run to first base from failing to hit to the ball after striking at it three times.

**POPPING ONE UP.**—This term is applied to a ball hit up high, which readily falls into the hands of an in-fielder. It is the poorest hit made.

**RUNS.**—A player scores a run the moment he fairly touches the home base.

**STRIKER.**—The batsman is the striker until he runs for the first base after hitting a ball fairly.



**SAFE HIT.**—This term is applied to high balls sent from the bat with just force enough to carry them over the heads of the infielders, but not far enough out for the out-fielders to catch.

**STRIKING OUT.**—When the batsman hits at a fair ball three times, and fails to hit it, and the ball be caught, or it be sent to first base in time to put the player out, he "strikes" out.

**SHOULDER BALL.**—This is a ball sent to the bat on a line with the batsman's shoulder. Some batsmen hit these balls well.

**TIMING A BALL.**—This is done when you so time the swing of your bat to meet the ball as to hit it at a right angle to the line of your bat, and so as to hit the ball in the center.

### Terms Used In Fielding.

**ASSISTING.**—A fielder assists when he throws a ball to the baseman on which the base runner is put out, or in any other way assists a fielder to put a player out.

**BASEMEN.**—These are the players who occupy the positions of first, second and third basemen.

**CAUGHT NAPPING.**—A base runner is said to be "caught napping" when a base player or a fielder happens to touch him with the ball while standing off his base; or when caught between two bases in trying to reach another base.

**DOUBLE PLAY.**—A double play is made when the fielders put out two men with the ball after it has been hit, and before it is pitched to the bat again, or if two players be put out between the time the ball is pitched to the bat, and before it is again delivered.

**DROPPED BALLS.**—Any fly ball batted or thrown to a fielder, which is dropped by him before it is settled in his hands, is a "dropped" ball, and should be charged as an error.

**FLY TIP.**—This is a foul ball held by the catcher, sharp from the bat.

**FOUL FLY.**—Any high foul ball held on the fly is called a foul fly. They are the most difficult fly balls to hold sent from the bat.

**FLY CATCHES.**—All balls held by fielders from the bat before the ball touches the ground, no matter how, or in what manner they are held, or whether held from the hands of another fielder, are fly catches.

**HOT BALLS.**—A "hot" ball is one which is either thrown or hit to a fielder with great speed.

**IN-FIELDERS.**—The in-fielders of the party of nine in a match consist of the catcher, pitcher, short stop, and three basemen.

**MUFFED BALLS.**—A ball is "muffed" when the fielder fails to stop it as it comes within his reach, or to pick it up and hold



it so as to throw it in promptly, or to hold it when it is thrown to him accurately.

**MUFFINS.**—This is a term applied to the poorest class of fielders. A player may be able to hit long balls, and to make home runs, and yet for all that be a veritable muffin, from the simple fact that he can not field, catch, or throw a ball decently. Muffins are the lowest in the class of club nines. Next to them comes the "amateurs," then "second nines," and then first nines.

**OUT-FIELDERS.**—The three out-fielders in a nine are the left center and right fielders, all of whom ought to be able to throw a ball a hundred yards or more.

**OVER THROWS.**—Any fielder throwing a ball out of the reach of the player he is throwing to, is to be charged with an "over throw."

**PASSED BALLS.**—Whenever the catcher allows a ball to pass him on which a base is run, or should he muff a ball, and a base is run in consequence, he is to be charged with a passed ball. No ball can be passed that is not in reach.

**RIGHT SHORT.**—This is the name of the position in the field occupied by the tenth man in a game, who stands in a similar position between first and second bases, to that occupied by the short stop between second and third. It is the second baseman's position when fielding for batsmen who hit to right field.

**RUN OUT.**—The fielders run an opponent out when they touch him while he is half way, or nearly so, between the bases. The fielder who touches him is credited with putting him out and the one who passed the ball to such fielder is credited with "assisting."

**RUNNING CATCH.**—These catches are among the prettiest a fielder can make. They are made when the ball is held on the fly while the fielder is on the run.

**TRIPLE PLAY.**—Whenever three players are put out by the fielders after a ball has been pitched to the bat, and before it is again sent to the bat, a triple play is said to be made.

**WILD THROWS.**—A wild throw is made when a ball is thrown by one fielder to another out of the legitimate reach of the fielder the ball is thrown to.

### General Technical Terms.

**AMATEURS.**—There are two meanings applicable to this term, as used in Base-Ball. For instance, amateur players are that class of the fraternity who play ball for exercise and amusement only, the term being in contradistinction to that of professional players, who are those who play Base-Ball for "money, place, or emolument." Again, there is another class of "amateurs," namely, those who, though not expert play



ers, still play the game well enough not to be enrolled as "muffins."

**AN ARTIST.**—This term is applicable only to a player who is not only experienced and skillful in his use of excellent physical qualifications, but who also uses his mental powers in the game to aid him to excel.

**BASE LINES.**—The base lines are the lines running from base to base.

**BASE RUNNER.**—A player running the bases after having struck a fair ball.

**BASES ON ERRORS.**—Any ball hit by the batsman which admits of his taking a base through the failure of the fielder to hold it on the fly, to stop it and field it to the basemen in time, or to throw it to him accurately, gives the batsman his base on an error.

**BLANK.**—A blank is scored when the party at the bat retire without scoring a run in an inning.

**BLIND.**—This is a provincial term for a blank score.

**DEAD BALLS.**—A ball is considered dead when the rules state that it is "not in play," and also when the ball strikes the umpire, in which latter case no player can be put out, or base be run.

**DRAWN GAMES.**—When any number of even innings exceeding five in a game have been played, and the score be equal, and the umpire decides the game as drawn, it can be so recorded. Or when in such case no fair chance is afforded to play the game out, a drawn game is the result.

**EARNED RUNS.**—A run is earned when it is scored before three chances have been offered the field side to put their opponents out. For instance, A leads off with a base, but B follows with an out on the fly; C hits for two bases, and sends A to third, and D hits for one base, and sends A home. One run is earned. Should E give a chance for an out and a double play, no more runs can be earned even if base hits are made.

**EVEN INNINGS.**—When each nine in a game have played an equal number of innings, the game is said to stand "even innings."

**FORCED OFF.**—A player is "forced off" a base when he is obliged to leave the base he occupies, owing to the striker's being obliged to run to the first base. No base runner can force another runner to vacate a base under any other circumstances.

**HAND LOST.**—This is the old term applicable to the "outs" in a game. For instance, the moment a player is put out, the batting side "lose a hand."

**INNINGS.**—When three men on one side have been put out, the whole side is out, and the inning of that party terminates.

**LEFT ON BASES.**—Players are frequently left on bases at the close of an inning after earning their first base by a good clean



hit; and in all such cases they should be credited with the fact on the score-book. Generally their being left is the result of the poor batting of those following them, though sometimes poor base running is the cause. When left, after getting bases by errors, no credit should be given.

**Lines of Position.**—The lines of position on a ball-field are the line of the home base, three feet on each side of the base; and the lines of the pitcher's position inclosing a space of ground six feet square.

**Long Balls.**—All balls sent to the outer field are known as "long balls." When sent to the field bounding, they are good for bases; but when sent high, they ought to be caught.

**Low Balls.**—The pitcher is not required to deliver a ball lower than a foot from the ground, as he can not pitch such balls without risk of sending in "bowled" balls.

**Order of Position.**—The regular order in which a nine are called, is as follows: Catcher, pitcher, first, second, and third baseman, short stop, and left, center, and right fielder.

**Outs.**—The score of outs recorded on the score-book refers to the number of times each batsman is put out.

**Players Running Bases.**—The striker becomes a player, running the bases the moment he strikes a fair ball, or the moment he strikes the third time at a ball without hitting it.

**Pitcher's Points.**—The four iron quoits used to mark the lines of the pitcher's positions are termed the "pitcher's points." They must be laid within the lines of his position.

**Professionals.**—Any ball-player is a professional player, who receives compensation for his services as a player, either by money, place or emolument.

**Whitewashed.**—A nine are said to be whitewashed when they retire from an inning's play without scoring a single run.

### Playing Base-Ball on the Ice

During the winter months of January and February, 1872, several Base-Ball matches were played on the ice by skaters, and below we give the rules for playing such games, and the scores of the principal games which took place.

### Rules for Games on the Ice.

Playing Base-Ball on the ice differs from the field-game in regard to the form of the bases and the method of running them. The ordinary rules governing the batsmen, and pitcher, too, are not so strictly observed as in the field-game, the impossibility of obtaining a good footing making the operation of pitching and batting rather difficult. In running the bases in a game on the ice on skates, all that is necessary for the base-runner to do is to cross the line of the position, after which he can not be put out until he has returned to the base and again leaves it. In order, too, to make the succeeding base, he must cross the line in starting from the base he leaves as well



as the line of the base he runs for. The lines of the bases are marked on the ice in the form of triangles intersecting each other, the lines being three feet in length, and they must inclose a space of three feet square, each line being marked at right angles with the base-lines from base to base, and three feet each side thereof. This space forms the base, and within this space the base-player must have some part of his person when he holds the ball, in order to put a player out. The base-runner makes his base if he crosses the line on the base before being touched, or before the ball is held on the base. After hitting a ball on which the batsman can only make one base, he should start from the home base so as to turn to the right in crossing the lines of the base; but in cases where his hit entitles him to two or more bases, then he should start so as to turn to the left. Until he has returned and occupied a base after crossing the line in making it, he can not be put out. Were the regular bases used in games on the ice and the rules of the field game observed, the effort of players to stop suddenly would lead to severe falls, and, therefore, the extended lines for bases are used, and the rules changed to conform to the new arrangement. The essentials for a successful game of ball on the ice includes a large space of good clear ice; a non-elastic and soft ball; a fair day, not windy or too cool; a field cleared of spectators, and two parties of good, plucky skaters. Under these favorable circumstances a really exciting display would be the result. The ball requires to be non-elastic and soft, because a light blow will send it a good distance, and a hard ball sent swiftly to the hands on a cold day is excessively painful, and likely to result in severe injuries. The pitching also should never be swift in a game on ice. The ball should simply be tossed in to the bat; by this means more frequent chances are given to the field for outs, and the game is made active and lively instead of tedious, as it would otherwise be.

One of the best games played on the ice by skaters, was that which took place on the Hoboken Skating Park, January 27th, 1871, between nines captained by players of the Gotham and Hoboken clubs, the score of which we append.

GOTHAM.					HOBOKEN.				
R.	1B.	P.	O.	A	R.	1B.	P.	O.	A
Shreve, c.....	1	1	5	0	Bearman, 2d b...	1	1	1	2
Nelson, 1st b....	1	1	3	0	Lewis, s s.....	2	1	7	2
Hankins, 2d b....	3	3	4	0	Bogert, 1st b....	2	2	1	0
Offernan, 3d b...	1	2	0	2	Chanfrau, lf....	0	0	0	0
Hadley, lf.....	1	1	0	1	Chalmers, c f....	0	0	0	0
Bunn, c f.....	1	2	2	1	Keyser, c.....	1	1	3	1
Standish, s s....	0	1	1	0	Havens, p.....	0	1	2	3
Pollock, r f.....	0	1	0	8	McGucken, 3d b..	1	1	0	2
Holstein, p.....	0	1	0	1	Weisenheim, rf..	0	2	1	0
	—	—	—	—		—	—	—	—
<b>Totals.....</b>	<b>8</b>	<b>13</b>	<b>15</b>	<b>13</b>	<b>Totals.....</b>	<b>7</b>	<b>9</b>	<b>15</b>	<b>10</b>



INNINGS.	Runs scored.	1st	2d	3d	4th	5th
Gotham.....		1	1	4	1	1—8
Hoboken.....		1	0	2	2	2—7

Umpire—Mr. Chadwick. Time of game—One hour and ten minutes.

The second noteworthy game of the season took place at Prospect Park, February 17th, between the Prospect Park and Capitoline tens, the score of which was as follows:

PROSPECT.	R.	1B.	P.	O.	A	CAPITOLINE.	R.	1B.	P.	O.	A
Vanderveer, c....	0	2	1	0	0	Pearce, p.....	4	4	2	1	1
Gillam, 3d b.....	0	0	3	0	0	Wood, 3d b.....	3	2	2	2	2
Dupignac, s s.....	0	0	0	0	0	Gronevelt, r f....	3	3	0	0	0
Titterton, 1st b...	0	1	3	0	0	Williamson, r s...	5	3	0	0	0
Good, l f.....	0	0	1	0	0	Decker, l f.....	4	2	1	0	0
Delano, c f.....	0	1	6	0	0	Brown, c.....	2	1	4	1	1
Lane, r f.....	0	0	0	0	0	J. Hall, s s.....	5	4	1	1	1
Oxley, r s.....	0	0	1	0	0	Burdock, 2d b....	4	2	0	0	0
Dunn, c.....	0	0	6	0	0	G. Hall, 1st b....	4	3	5	0	0
Bergen, 2d b.....	0	0	0	0	0	McDonald, c f....	3	2	0	0	0
Totals.....	0	4	16	0	0	Totals.....	37	27	15	5	5

INNINGS.	1st	2d	3d	4th	5th
Prospect Park.....	0	0	0	0	0—0
Capitoline.....	10	2	8	8	9—37

Fly catches—Wood, 2; Decker, 1; J. Hall, 1; Brown, 1; Gillam, 2; Dunn, 1; Titterton, 1. First base by errors—Prospect Park, 1; Capitoline, 12. Runs earned—Prospect Park, 0; Capitoline, 9. Umpire—Mr. Chadwick. Time of game—One hour and thirty minutes.

The Prospect Park ten included several fine skaters, and one veteran ball-tosser, viz.: Andrew Dupignac, of the old Gotham nine of 1856. But opposed to them were the invincible Capitoline ten, with such fine players, as well as skaters, as Pearce, the brothers Hall, and others. As the pitcher of the "Caps," Ferguson did not come in time, Pearce took his place, and it was really a treat to see how cleverly Dick played his points on the village batsmen. In the whole five innings but four first-base hits were made, and but three of the ten made their first base by their batting. He was finely supported in nearly every position, especially by Brown, Wood, the two Halls and Decker. On the other side, Vanderveer pitched very well, but was so badly supported, especially at second base, that though but nine runs were earned, the "Caps" scored no less than 37. In batting, Pearce led on one side, and Vanderveer on the other.

### On Captaining a Nine.

The success of a nine—especially a professional team—depends largely upon the ability of the player who has been placed in command of the nine for the season. The Captain



of a nine must not depend entirely upon his playing skill or his ability as a tactician for his success in ruling his men, the one great essential being to command the respect and obedience of his nine. If he does not possess these essentials, he is not fit to occupy the position. The ability to command this respect necessitates the possession of integrity of character, urbanity of temper, and a proper consideration for the feelings of the players under his control; with these qualities a moderate degree of the other essentials will suffice to make a man a good Captain. Without them, the most expert player in the country would fail.

Never take into your nine a member expelled from another club, unless his expulsion can be shown to have been a merely revengeful act, and an unjust punishment.

Make it a regular rule for the nine to practice in their positions at least twice a week, in match or practice-games. In practicing a nine, let every man retain his regular position, and do not let out-fielders play on the bases, or the basemen in the out field.

In order to excite emulation in the nine, have special rewards or prizes for the best score of times the first base is made by clean hits. No prizes should be given for runs made, as, in the effort to excel in this respect, players will frequently run each other out. Neither should prizes be given for home runs, for the reason that the class of batsmen who strive to excel in scoring home runs generally have the poorest average of bases on hits, they scoring about one home run to six or seven outs.

In your treatment of professionals, let them be made to feel that they are members of the club, and not merely hired men. Some Captains are in the habit of speaking to their professionals as if they were so many slaves. This is poor policy in every respect, and the imperious way in which some men use their brief authority, shows their own smallness of mind and low character more than any thing else. A really manly Captain never abuses his authority in this way.

In training up a new nine, never judge of a man's skill by his playing one or two games only. It takes a series of contests either to show a player's ability, or to develop his weak points. It is merely folly to estimate a player's skill by either his fine play in one game, or his poor display in another. Then, again, due allowance should be made for lack of practice. Remember, too, that your steady, earnest workers, who play with a will in every game, are worth two of your dashy, brilliant players, who shine one day, and play listlessly the next. Above all, avoid quick-tempered men, as they lose more games than they help to win.

#### How to Manage a Field.

One of the old customs in the management of a nine—one now properly obsolete—was that of changing the positions of



the players in the field in nearly every inning. As a general thing, this is the merest child's play. In the early part of the season, when engaged in an unimportant match with a weaker nine, a change or two may be allowable, by way of experiment; but under no circumstances, except those of illness or injury, should a position in the nine—except that of pitcher—be changed during the playing of a match, or, in fact, during the entire season, unless you can substitute a palpably superior player; or in case experience proves the inability of any one man to properly play his position in a nine. The folly of taking a base player off his base because he fails to hold a ball or two, badly thrown or swiftly batted to him; or of putting a base player in the field because the fielder happens to drop a difficult ball to hold or even to miss an easy catch, is so apparent to any ordinary observer, that we are surprised to see it adopted by any but captains of weak judgment. What reason have you to suppose that the player committing an error in one position, and that, too, in one he is familiar with, is going to do better in one he is not at home in, and if he does not, whence the advantage of the change? for, as the game is now played, every position in the field requires to be equally well played to insure success in a match. There is one change, however, that is legitimate and frequently advantageous, namely:

### A Change of Pitchers.

In the management of your nine, nothing shows your possession of good judgment more than your tactics in regard to the pitching department. In the first place, a first-class team always has two pitchers in it, and also two catchers, each familiar with one man's pitching, and it is in your management of these batteries that much of your success will lie. Put your swift pitcher to work first, and keep him in at least three innings, even if he be hit away from the start; for it will require that time to allow your opponents to become accustomed to the range of the balls, and therefore they will be more likely to strike too quick for a slower delivery when a change is made. In reference to a change of pitching we pre-suppose a proper support of the pitching in the field; should the pitcher not be supported well, however, no change is likely to be of benefit, especially one of from swift to slow pitching, the effectiveness of slow pitching depending greatly upon the skill displayed by the field in making catches. Supposing, however, that with good support in the field the swift pitching is being easily punished, and runs are being made too fast, if your pitcher is one who can not drop his pace well without giving more chances at the bat, you should at once bring in your slow or medium-paced pitcher, and at the same time prepare your field for catches by placing your basemen out further, let-



ting the short-stop nearly cover second base, and the second baseman play at right short well out, and extending your out-fielders about ten yards or so. Your slow pitcher should be an active fielder, as he will have to cover the in-field well, for the basemen will have to lay out well for high balls between the in-field and the out-field. If your change-pitcher can now and then send in a hot one without any apparent change of delivery, his pitching will be all the more effective; when he does so, however, he should draw in his basemen closer by a private signal. The pitcher should always have an understanding with your two sets of fielders in regard to private signals, so as to be able to call them in closer, or place them out further, or nearer the foul-ball lines, as occasion may require, without giving notice to your adversaries. Warn your out-fielders also to watch well the batsman, so as to be ready to move in the direction he faces for batting. Thus, if the left fielder is in his regular position, and he sees the batsman facing for a hit close to the first base, let him go nearer to the center field, and the center fielder nearer to right, and the latter fielder close to if not beyond the foul-ball line. When you find that your adversaries have in their nine two or three men fond of making showy hits, or of hitting at the first ball that comes close to them as hard as they can, lay your out-field in readiness for long fly-balls, extend your basemen for high balls short of the out-field, and then tell your pitcher to send him in a nice one where he wants it, and in nine cases out of ten, if your men are well trained, the "splendidly hit ball" will be held as nicely as you want it. Be careful, however, that you are not tempted to draw in your men too much for low hits; you should consult with your pitcher every inning so as to have the nine work according to his pitching. In fact, the pitcher should be allowed to place his men if he have any special object in view, or desires to play any particular points. It is in paying particular attentions to the strategical points of a game that victories are achieved, and not in depending solely on the strength of your nine either at the bat or in the field.

### The Positions in the Field.

The players of a nine in Base-Ball may be divided into two classes, in-fielders and out-fielders, and these are subdivided into five other classes, viz.: catchers, pitchers, base-players, short-stops, and out-fielders, each class requiring different degrees of skill in their positions, though each must necessarily possess certain attributes alike. The class we shall first comment upon will be the base-players; and in referring to these important members of a nine, we propose giving a few hints on the base-play of professional players. Each base requires its occupant to be well drilled in the peculiarities of the position, for it is now well known that each base presents different



opportunities for players to exhibit their skill. For instance, the first-baseman must be a sure catch and a man fearless in facing the swiftest thrown balls; but special activity in fielding is less requisite at this position than at the other bases. At the second base, however, activity is the first requisite, while at the third base the most judgment in catching high foul balls and the swiftest and longest throwing done in the in-field are the leading features of the play in that position. Another difference, too, is, that while at the first base the primary object of the player is to hold the ball while on the base, at the second and third bases activity in touching players is the feature.

In appealing for judgment, base-players frequently make important errors. For instance, they should never make two movements to put a player out by touching him when off a base, unless they failed in the first movement; as, should they have put him out by the first movement, and palpably have failed to do so in their second attempt, the umpire will naturally conclude that their second movement was made in consequence of the failure of the first attempt, and decide the player not out when he really was. Appealing for judgment, too, when base-players know that they have not put the player out, is poor policy, and for this reason, that when umpires know that a player is up to this tricky unfair dodge, they are very apt to doubt the fairness of all appeals made by such players, unless it is plainly apparent that the man was put out. All base-players require their wits about them, and their eyes open all the time, so as to be ready for points of play, for it is in this that much of the success of a nine depends. Strategy will frequently offset the results of good batting.

The position of short-step is the most important of any in the in field; and it is one requiring an exceedingly active player to discharge its duties properly, as it is especially incumbent on this fielder to back up all the positions in the field.

The out-fielders, one and all, require to be pretty good judges of high balls, sure catchers, and long throwers. There is no difference in the ability each position requires, except in instances where the ground is less favorable for fielding in one of the out-field positions, than it is in another, in which case the most active man is required in the poorest part of the field. In locating themselves in the out-field, these players should rather stand out too far than too close in, for they can better run in to catch a short high ball, than to back out for a long high one overhead. The out-fielders should always have an understanding with the pitcher or catcher, so as to be able to move to any particular position by private signal.

### On the Use of Ardent Spirits in Training.

Any man now desirous of using his physical and mental powers to their utmost advantage, must ignore first, intempe-



rance in eating, and second, refuse to allow a drop of alcoholic liquor, whether in the form of spirits, wine, or beer, to pass down his throat. We are not preaching "temperance" to the fraternity, but telling them facts, hard, incontrovertible facts, which experience is gradually proving to those who have charge of the training of athletes for feats of physical skill or endurance.

That able American essayist, Mr. James Parton, had an article in the *Atlantic Monthly* for August, 1868, which is one of the most convincing essays on the evils of liquor drinking we have ever read. In fact, if any man can read it attentively, and not be thoroughly convinced of the injurious effects of alcoholic drinks on the healthy system, he must be either too weak to escape the rule of prejudice, or too much the slave of appetite to allow reason to have sway. Our object, in referring to the article in question, is to call the attention of those who train for athletic feats in general, and of the ball-playing fraternity in particular, to the worse than useless effects of alcoholic drinks—whether in the form of spirits, wine, or beer—in training, or as an incentive to extra exertion in any contest in which physical skill or physical endurance is to be tried. Mr. Parton brings strong testimony to bear upon the point of the alleged invigorating qualities of alcoholic drinks. On this branch of his topic he says: "Every man that ever trained for a supreme exertion of strength knows that Tom Sayers spoke the truth when he said: 'I'm no teetotaler; but when I've any business to do, there's nothing like water and the dumb-bells.' Richard Cobden, whose powers were subjected to a far severer trial than a pugilist ever dreamed of, whose labors by night and day, during the corn-law struggle, were excessive and continuous beyond those of any other member of the House of Commons, bears similar testimony: 'The more work I have to do, the more I have resorted to the pump or the teapot.' On this branch of the subject all the testimony is against alcoholic drinks. Whenever the point has been tested—and it has often been tested—the truth has been confirmed, that he who would do his very best and most, whether in rowing, lifting, running, speaking or writing, must not admit into his system one drop of alcohol. Trainers used to allow their men a pint of beer per day, and severe trainers half a pint; but now the knowing ones have cut off even that moderate allowance, and brought their men down to cold water, and not too much of that, the soundest digesters requiring little liquid of any kind. Mr. Bigelow, by his happy publication lately of the correct version of Franklin's autobiography, has called to mind the famous beer passage in that immortal work: 'I drank only water; the other workmen, near fifty in number, were great guzzlers of beer. On one occasion I carried up and down-stairs a large form of types in each hand, when others carried



but one in both hands.' I have a long list of references on this point; but in these boat-racing, prize-fighting days, the fact has become too familiar to require proof. The other morning Horace Greeley, teetotaler, came to his office after an absence of several days, and found letters and arrears of work that would have been appalling to any man but him. He shut himself in at 10 A. M., and wrote steadily, without leaving the room, till 11 P. M.—thirteen hours. When he had finished he had some difficulty in getting down stairs, owing to the stiffness of his joints, caused by the long inaction; but he was as fresh and smiling the next morning as though he had done nothing extraordinary. Are any of us drinkers of wine and beer capable of such a feat? Then, during the war, when he was writing his history, he performed every day for two years, two days' work—one from nine to four, on his book; the other, from seven to eleven, on the *Tribune*; and, in addition, he did more than would tire an ordinary man in the way of correspondence and public speaking. I may also remind the reader that Mr. Beecher, who, of all others in the United States, expends most vitally, both with tongue and pen, and who does his work with least fatigue and most gayety of heart, is another of Franklin's 'water Americans.' "

How many ball-players there are who, at match after match, are deluded into the notion that by drinking whisky in the midst of their game, they thereby impart new vigor to their bodies, clear their judgment and sight, and inspirit them to greater endurance, when the undeniable fact is, that the liquor they drink does the very reverse of all these things, as it neither nourishes the system nor clears the sight; on the contrary, inflames the stomach, clouds the brain, and actually weakens the whole man.

### Rules for Averages.

The following are a series of excellent rules laid down by Mr. H. A. Dobson, of Washington, for making out a fair analysis of each player's skill at the bat in base-ball contests. Mr. Dobson in his argument in behalf of the plan of batting averages which he advocates, says: "Averages of players for a season were formerly determined by taking as a basis the number of outs and runs—he who had the least outs and most runs was considered the best player. The average was made up by dividing the total number of outs and runs by the number of games played. But, as the game progressed scientifically, it was soon found that taking the outs and runs as a standard was not the true way, as many circumstances combined to give a player his run by making his base by a scratch while he who made his base on a safe hit might be batted out by a poor batter, who would thus gain a run at his brother's expense. The basis of outs and runs was thus dropped, and



"times first base on clean hits" substituted; this is the correct basis from which to work a batting average, as he who makes his first base by safe hitting does more to win a game than he who makes his score by a scratch. This is evident. But yet the averages are not properly arrived at, as the total of first-base hits is still divided by the number of games played. This does very well if the only object be to average each man's hits to a game; but if it be desired to compare the average of numbers of the same nine, or to compare the average of any member of one club with that of another, it is all wrong. In the first place, it is wrong, from the fact that members of the same nine do not have the same or equal chance to run up a good score. In the second place, it is wrong, when comparing averages of players of different nines, as the clubs seldom play an equal number of games.

It is the wish of every club so to arrange its players as to bring its best batters oftenest at the bat; therefore, as a general rule, the best batsmen head the list. The effect of this arrangement is to give the three players heading the list a better chance than those below them; for, if the club play ten games, he who heads the list will probably come to the bat ten more times than he who is at the foot of the list, and will therefore have ten more chances to make his average than the last player. According to a man's chance, so should his record be. Every time he goes to the bat he either has an out, a run, or is left on his base. If he does not go out he makes his base, either by his own merit or by an error of some fielder. Now his merit column is found in "times first base on clean hits," and his average is found by dividing his total "times first base on clean hits" by his total number of times he went to the bat. Then what is true of one player is true of all, no matter what the striking order, for if a man go to the bat twenty times in a game, and makes his first base ten times, then  $10 \div 20 = 0.50$ —that is, fifty per cent. of his chances yielded him first-base hits. If another man go to the bat in the same game eighteen times, and makes his first base nine times, his average is the same—that is, fifty per cent. of his chances are first-base hits. By the old way the first player would be ranked as the better man, while the fact is they are equals. In this way, and in no other, can the average of players be compared; whether of the same or contesting nines.

To show the working of this system, I will illustrate by supposing a case. In the first place, it must be remembered that the chances or times at the bat must equal the total number of outs, runs, and left on bases; this must not be forgotten, else an error may be committed such as was committed by the scorers of the Athletic and Atlantic clubs in their elaborately-prepared average sheets for 1869, where, in every case, the players are on record as having been at the bat *less* times than they have outs and runs.



Smith is the first and Jones the ninth striker of the champion nine. The club plays fifty matches during the season, each man taking part in every game. The scorer makes up the average the "old way," and Smith is awarded the prize bat which had been offered for the best average of "times first base on hits." Injustice has been done, for Jones should have the bat. It is found that Smith had just fifty more chances than Jones to increase his average, yet, by the "old way," this was not taken into consideration, as will be seen below:

	GAMES.	1ST B.	LEFT.	TIMES AT BAT.
Smith.....	50	150	20	360
Jones.....	50	140	5	310

The average (old way) he obtained by dividing these totals by fifty, the number of figures played, and is carried out decimally:

	1ST. B.	T. B.
Smith.....	3.00	6.00
Jones.....	2.80	5.60

This makes Smith the best man, counting first-base hits.

Now take the new way. Divide the totals by the number of times at the bat, and the average stands decimally as follows:

	1ST B.	T. B.
Smith.....	.416	.833
Jones.....	.451	.900

It will be seen that Jones is actually ahead, for 45 per cent. of his chances gave him first base on hits, while only 41 per cent. of Smith's chances gave first-base hits.

If you will make Jones' chances equal Smith's, then by proportion the score would have been

	GAMES.	1ST.	TOTAL BASES.	LEFT.	TIMES AT BAT.
Smith....	50	150	300	20	360
Jones....	50	162	325	6	360

Then (the men having now equal chances at the bat) the average, the "old way," would place Jones ahead, and it would stand:

	1ST. B.	T. B.
Smith.....	3.00	6.00
Jones.....	3.24	6.50

The averages by the new way would be the same as in the third table.

It is more trouble to make up an average this way than make it up the other way. One is erroneous, one is right.



## The Rule of Pitching.

The now established rules governing the delivery of the ball to the bat allows the pitcher either to *toss* the ball to the bat, to *pitch* it, to send it in with a sharp *jerk*, or give it an additional impetus in speed by the peculiar action of the wrist or elbow, known as an underhand throw. In doing this his arm must *swing* nearly perpendicularly to the side of his body, for, if he extends it from his side any distance it becomes "a round arm" delivery, and that is prohibited. As a matter of course all overhand throwing is prohibited.

In a match game between the Mutuals and Cleveland nines, two seasons ago, James White was sent in to pitch in place of Pratt; but, although his style of delivery did not in reality differ from that of either of the regular swift pitchers of the clubs of the season, his speed was so great that the umpire decided his delivery to be that of an underhand throw. This fact made it evident that, with the rule worded as it was, a power for partial decisions was given to the umpire which would act greatly to the detriment of the game. Besides which, knowing that wrist and elbow throwing by an underhand delivery had been practically in vogue since Creighton's days, we thought it time to rid the code of this dead-letter law. Hence the amendment introduced and adopted in 1872. Umpires must, therefore, remember that they can not this season, rule out any style of delivery save that of an overhand throw or a round-arm delivery, as in bowling or cricket.

There is one important fact which the fraternity must not lose sight of in considering the question of how the ball shall be delivered to the bat, and that is that the degree of speed with which it is sent in *must always be limited by the ability of the player who occupies the position of the catcher to catch and stop the ball*. This is a fixed rule in base-ball, and it can not be varied without weakening the plan of operations of the attacking party, or fielding side, in a match game.

Another rule, equally as invariable, is that which makes it imperative for the style of delivery to be marked by *accuracy of aim* and a *thorough command* of the ball. It follows, therefore, that no matter what style of delivery the rules admit of, these two laws must, in reality, govern the delivery of the ball. Without going farther back than the seasons of 1870 and '71, we can find in the experience of that time ample evidence of the fact that the acme of speed has been reached already, and that even if the swiftest style of delivery were allowed, viz.: that of overhand throwing, whatever advantages might accrue from it in causing batsmen to "strike" or to "tip" out, they would be more than nullified by the inability of the catcher to hold the swiftly thrown ball, to say nothing of the impossibility of his holding it so as to throw to bases in time, or even to catch the ball. In wording the sections of the rule governing the



pitching, therefore, the point aimed at was to make it as clear as possible what constituted a legitimate delivery, and what style it was that was not allowable. The rule in vogue in 1871 was as follows:

"All balls thrown or jerked to the bat, or which are not delivered with a straight arm, swinging perpendicularly to the side of the pitcher's body, shall be regarded as foully delivered balls, and all such balls shall be called and bases shall be taken on them, as in the case of unfair balls, and in the order of their delivery. If the pitcher persists in delivering such balls, the umpire, after warning him of the penalty, shall declare the game forfeited by a score of 9 to 0.

This strictly prohibited every species of throwing, and admitted only of the ball being "pitched"—or tossed in swiftly—to the bat.

Since the days of Creighton, however, swift pitchers, (so called) have sent the ball in by a *wrist and elbow underhand throw*, it being simply impossible to give the ball the great speed imparted to it by the style of delivery hitherto in vogue, except through the medium of that quick, jerking and whip-like movement of the lower arm, which constitutes an underhand throw. This being the fact, the question in amending was simply one involving the introduction of just such a rule as would not be regarded as a dead-letter law, as has been the case in regard to the rules hitherto governing the delivery of the ball to the bat; hence the prohibition only of actual *overhand* throwing, and that style of delivery known in cricket as "round arm bowling."

In regard to a clause prohibiting a "jerk," it was regarded as simply unnecessary, as it can be easily shown that no man can obtain the requisite command of the ball by a jerk sufficient to escape the penalty for delivering "unfair balls," viz., those sent in out of the legitimate reach of the bat. Besides which, even supposing that a player might be found who could jerk the ball accurately to the bat, most assuredly such a method of delivery could never exceed in speed the underhand throwing style, and therefore there would be no motive to adopt it; and were it allowed, the simple fact that it would never be indulged in except at too heavy a cost of called and passed balls, to say nothing of the facility of punishing such a delivery which the absence of the command of the ball would necessarily lead to, it would contain in itself its own prohibition.

### Throwing a Base-Ball.

At the base-ball tournament in October, 1872, on the Union Grounds, Brooklyn, a throwing match took place, which resulted in a noteworthy exhibition of throwing. The entries included Hatfield and Boyd, of the Mutuels; Geo. Wright and Leonard, of the Bostons, and Fisler and Anson, of the Athletics. Two



stakes were driven into the ground near the pagoda, 110 yards distant from the home-plate, with a rope stretched across, from which the ball was thrown up toward the catcher's position. Each competitor was allowed three throws, and the rules governing the contest required that the ball be dropped within two large bags placed on a line with the home-plate and about sixty feet apart. The measurement was from the home plate. Hatfield was ahead in each trial, and in the last throw he eclipsed his previous unequalled throw of 132 yards at Cincinnati, Ohio, in 1868, by sending the ball away up near the catcher's fence, clearing *one hundred and thirty three yards, one foot, seven and one-half inches*. The following table shows the best throw by each man: Hatfield, 133 yards, 1 foot, 7½ inches; Leonard, 119 yards, 1 foot, 10 inches; Wright, 117 yards, 1 foot, 1 inch; Boyd, 115 yards, 1 foot, 7 inches; Fisler, 112 yards, 6 inches; Anson, 110 yards, 6 inches.

### Professionals and Amateurs.

The time has arrived when a more distinct definition of the term "amateur" should be made. The rule dividing the two classes is simply that of receiving pecuniary compensation for services. No matter in what form such compensation may be given, whether by a regular salary, by a share of the gate-money, by a position in office, or by a present at the close of the season, the mere acceptance of pecuniary compensation in any form for services on the ball-field or in a base-ball nine, makes a man a professional. No amateur club can share gate receipts in any way without becoming a professional organization. It is time that the mean business of sharing in the profits of gate-money receipts while claiming to be amateurs should be stopped.

### The Bane of Professionalism.

When the system of professional ball-playing, as practiced in 1872, shall be among the things that were, on its tombstone—if it have any—will be found the inscription, "Died of Pool Selling." When professional playing was first inaugurated, the first obstacle encountered in its slow progress to a reputable popularity was "revolving." This evil, however, soon disappeared when the system was governed by official authority emanating from a regular organization of professional clubs. In its place, however, an evil of far greater magnitude has sprung up, and the past season's experience stands forth as affording unmistakable evidence of the fact that the greatest evil the system of professional ball-playing ever encountered, or is likely to encounter, is that arising from the pool-selling business inaugurated in 1871. The cause of its introduction was the existence of a very loose system of arranging wagers on the games, there being constant disputes arising



from the want of some reliable depository of the stakes of the betting class. To remedy this, the pool-selling system was introduced, with the sole view of putting an end to the quarreling and bickering incident to the "betting exchange" business which had previously prevailed. Unfortunately for the professionals, this pool-selling innovation has proved more damaging in its results than any one dreamed of, the evils before existing in connection with the betting mart being trifling in comparison. Before pools were sold on games it was only by a rough and unreliable estimate that any idea of the amount bet on a match could be ascertained, except in such cases of individual investments where a man would bet \$1,000 or more in place of \$25 or \$50 on a match. But now the amount of money pending a contest on which pools have been sold can be known by the interested few to a dollar, and hence, the temptation to fraudulent arrangements for losing matches for betting purposes becomes so great as almost to be irresistible. Since the introduction of pool-selling at base-ball matches pools amounting to over \$8,000 have been known to have been sold on a single match; and it has been in the power of parties knowing the aggregate amount of money invested, and who also knew which club the larger amount was invested on, to so manipulate things as to make the contest terminate just as the special "ring" of the day desired it should. What benefit, therefore, pool-selling yielded in supplying a regular responsibility in the payment of bets in the place of the previous loose way of staking money, was more than offset by the great temptations to fraud the knowledge of the amounts invested on the favorite club afforded which the pool business admitted of. But aside from the special evil of the system referred to, the very existence of the betting mart on the ball field has been found to be demoralizing in the extreme. Where this system of regular open betting exists, it is characterized by a suspicion of foul play by the contesting nines, whenever either glaring errors or one-sided scores mark the playing of the game. Besides, during the contest, the class of fellows who patronize the game simply to pick up dollars by it, indulge in the vilest obscenity and profanity in their comments on those errors of the play which damage the chances of winning their bets or pools. In fact, in every way likely to affect the interests of professional ball-playing is the pool-selling business an evil, and one, too, that has done more to lower the status of professional ball-playing and to bring into question the honesty of the professional class than half a dozen such exposures of fraud as the Wansley case of 1865.



### The New Game.

The base-ball arena of 1874 will be marked by an improved rule of playing the game, viz.: that of playing ten men on the field, and making ten innings the full game instead of nine. This is just such an improvement in the playing rules of the game as occurred ten years ago, when the "fly game" superseded the old rule of the bound catch of fair balls. Ten years ago we inaugurated a series of prize games on the old Star grounds and the Capitoline and Union grounds for the purpose of practically illustrating the then new rule of the "fly game." In these games we had ten men on each side, the tenth man playing a "right short." The result of the experiment was fine displays of fielding, shorter games and smaller scores than had previously been known in the history of the game. At the next Convention the "fly game" was adopted. We did not present the ten men improvement at that time, as we were content with getting the fly rule passed. The time has arrived, however, when the improvement we practically tested ten years ago can be advantageously introduced, especially so in regard to giving an additional attraction to the professional campaign of 1874.

The base-ball field, as at present placed, is what sailors would call "lobsided;" the position of "short stop" giving one man more to the left side of the field than the right side has. Originally the short stop was introduced more as an assistant to the pitcher than any thing else, but the position has grown to be one of the most important of the infield. In the early years of the game, before any thing like scientific batting came into vogue, the hitting was more to the left field than the right, but since skill and judgment have been brought to bear on the batting, those handling the ash skillfully have not been slow in discovering the open space between first and second bases, and the result has been a decided increase in the average of hits to the right field, until now the hitting in that direction in first-class matches is equal to that to the left.

To guard this weak point of late seasons it has been customary for Captains of nines to place their infield in such positions as to cover "right short" more than was previously done; but in doing this the Captains have had to withdraw their men more from the left than is safe, and the result has been an increase in chances for safe hits to the left and especially over second base, so that what has been gained at right short has been lost by the openings necessarily given in other portions of the infield.

But a new phase of batting has of late come into vogue—requiring—which has developed an open space for safe hits even more important to guard against, in order to save runs, than the opening at right short, and that new phase of hitting is known as "fair fouls." Now at the last Professional Convention an



effort was made to introduce a rule intended to do away with the "fair foul" hitting, and the idea was to make all balls for which struck the ground back of a line reaching from pitcher's position to first and third bases. But this only avoided one difficulty by introducing a still more objectionable feature, as by such a rule the chances for foul bound catches would have been trebled. It is in regard to this very point that the new rule of ten men comes into play with excellent effect, for with a "right short" added to the infield, the second baseman is not only enabled to cover his own position and part of short stop's, but the latter can play up nearer to third, and thereby allow the third baseman to cover the very space which is now open to fair-foul hitting. Here, then, is a legitimate remedy for the objectionable style of batting complained of by the opponents of fair-foul batting.

There is, however, a new point which the ten men rule affords an opportunity of developing, and that is that when occasion requires the tenth man can be brought round to support the catcher, as a sort of long stop, whereby long foul balls on the fly or bound can be attended to, as well as passed balls while the catcher proper is employed in looking out for sharp tips and throws to the bases. The fact is the improvement is one which in every way commends itself for adoption, while there is not a reasonable objection that can be brought against it.

In regard to ten innings there is but little doubt of the fact that the introduction of ten men will so lessen the time occupied in play, that ten innings will actually be played in a shorter time than nine now are.

It may be said that runs will be so hard to get, that much of the interest in getting there will be lost. The very reverse, however, will be the actual result, for so much interest will be developed by the very difficulty in obtaining runs, that the excitement incident to a first-class contest will be doubled, and instead of having such deeply interesting contests as the Atlantic and Philadelphia fourteen inning game, occurring but once in a season, we shall be likely to see them marking the contests in the professional arena every week. The past season's experience has shown without doubt, that to the patrons of professional contests the most closely contested games, and those marked by the smallest scores, have been the most attractive and exciting, and any rule which will tend to increase the number of such games, must greatly advance the pecuniary interests of the professional fraternity.



## PROFESSIONAL CLUB RECORDS FOR 1873.

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The following are the records of the clubs taking part in the Professional Championship contests for 1873 :

### ATHLETIC (OF PHILADELPHIA.)

VICTORIES.—April 26, Baltimore, at Philadelphia, 11 to 4; May 7, Washington, at Philadelphia, 12 to 3; May 17, Mutual, at Philadelphia, 12 to 0; May 24, Mutual, at Brooklyn, 11 to 7; May 26, Atlantic, at Brooklyn, 4 to 3; May 27, Resolute, at Waverly, N. J., 11 to 2; May 28, Baltimore, at Philadelphia, 9 to 4; May 31, Atlantic, at Philadelphia, 10 to 5; June 7, Resolute, at Philadelphia, 14 to 4; June 9, Mutual, at Philadelphia, 22 to 3; June 14, Boston, at Boston, 3 to 0; June 20, Mutual, at Brooklyn, 9 to 7; July 1, Baltimore, at Baltimore, 11 to 2; July 4, Washington, at Philadelphia, 14 to 3; July 7, Atlantic, at Philadelphia, 16 to 7; July 12, Boston, at Philadelphia, 5 to 4; July 26, Washington, at Philadelphia, 30 to 19; Aug. 16, Washington, at Philadelphia, 14 to 0; Aug. 23, Washington, at Philadelphia, 7 to 2; Sept. 6, Washington, at Philadelphia, 14 to 2; Sept. 20, Atlantic, at Philadelphia, 11 to 5; Sept. 24, Mutual, at Philadelphia, 10 to 6; Sept. 29, Philadelphia, at Philadelphia, 7 to 6; Oct. 6, Boston, at Boston, 12 to 11; Oct. 18, Baltimore, at Philadelphia, 13 to 6; Oct. 24, Boston, at Philadelphia, 5 to 4; Oct. 25, Boston, at Philadelphia, 10 to 6; Oct. 29, Atlantic, at Philadelphia, 17 to 5.

DEFEATS.—April 21, Philadelphia, at Philadelphia, 3 to 11; April 30, Baltimore, at Baltimore, 10 to 12; May 14, Philadelphia, at Philadelphia, 4 to 5; June 11, Philadelphia, at Philadelphia, 5 to 7; June 18, Atlantic, at Brooklyn, 4 to 13; June 21, Philadelphia, at Philadelphia, 5 to 17; June 30 Philadelphia, at Philadelphia, 17 to 27; July 14, Atlantic, at Brooklyn, 7 to 18; July 16, Boston, at Springfield, Mass., 13 to 21; July 21, Baltimore, at Philadelphia, 11 to 12; Aug. 25, Atlantic, at Philadelphia, 6 to 10; Aug. 30, Boston, at Boston, 6 to 7; Sept. 1, Atlantic, at Brooklyn, 3 to 5; Sept. 4, Mutual, at Philadelphia, 5 to 7; Sept. 8, Philadelphia at Philadelphia, 5 to 6; Sept. 10, Boston, at Boston, 4 to 10; Sept. 17, Mutual, at Brooklyn, 2 to 4; Sept. 22, Philadelphia, at Philadelphia, 7 to 14; Oct. 2, Mutual, at Brooklyn, 4 to 10; Oct. 4, Boston, at Boston, 7 to 8; Oct. 11, Philadelphia, at Philadelphia, 9 to 13; Oct. 17, Baltimore, at Philadelphia, 6 to 17; Oct. 21, Mutual, at Brooklyn, 3 to 15.



AMATEUR AND EXHIBITION GAMES.—April 4, Eureka, at Philadelphia, 19 to 2; April 24, Eureka, at Philadelphia, 11 to 3; April 28, Canavan, at Philadelphia, 21 to 8; May 19, Canavan, at Philadelphia, 29 to 1; June 12, Princeton College, at Princeton, N. J., 22 to 6; July 23, Marion, at Philadelphia, 33 to 10; July 25, Girard College, at Philadelphia, 35 to 6; Aug. 27, Easton, at Philadelphia, 22 to 4; Oct. 13, Philadelphia, at Philadelphia, 11 to 6; Oct. 23, Philadelphia, at Philadelphia, 7 to 13; Nov. 6, Philadelphia, at Philadelphia, 14 to 13; Nov. 7, Princeton College, at Princeton, 5 to 0.

Totals, 229 to 72.

### ATLANTIC (OF BROOKLYN.)

VICTORIES.—May 7, Baltimore, at Brooklyn, 6 to 5; May 17, Boston, at Boston, 11 to 10; May 19, Philadelphia, at Philadelphia, 13 to 11; June 18, Athletic, at Brooklyn, 13 to 4; June 20, Washington, at Washington, 19 to 18; June 28, Resolute, at Brooklyn, 10 to 0; July 2, Washington, at Brooklyn, 5 to 1; July 14, Athletic, at Brooklyn, 18 to 7; July 17, Resolute, at Brooklyn, 23 to 1; Aug. 4, Resolute, at Brooklyn, 16 to 8; Aug. 9, Mutual, at Brooklyn, 12 to 2; Aug. 23, Mutual, at Brooklyn, 6 to 5; Aug. 25, Athletic, at Philadelphia, 10 to 6; Sept. 1, Athletic, at Brooklyn, 5 to 3; Sept. 3, Washington, at Brooklyn, 4 to 2; Oct. 15, Baltimore, at Brooklyn, 8 to 6. Totals, 179 to 89.

DEFEATS.—May 15, Boston, at Boston, 8 to 2; May 24, Philadelphia, at Philadelphia, 5 to 1; May 26, Athletic, at Brooklyn, 4 to 3; May 31, Athletic, at Philadelphia, 10 to 5; June 2, Boston, at Brooklyn, 5 to 0; June 5, Resolute, at Brooklyn, 12 to 9; June 9, Philadelphia, at Brooklyn, 8 to 7; June 11, Boston, at Brooklyn, 9 to 5; June 14, Philadelphia, at Philadelphia, 16 to 9; June 19, Baltimore, at Baltimore, 10 to 2; June 21, Baltimore, at Baltimore, 18 to 2; July 4, Mutual, at Brooklyn, 10 to 6; July 7, Athletic, at Philadelphia, 16 to 7; July 12, Mutual, at Brooklyn, 9 to 5; July 22, Baltimore, at Brooklyn, 12 to 9; July 26, Mutual, at Brooklyn, 7 to 4; July 28, Baltimore, at Brooklyn, 6 to 1; Aug. 15, Mutual, at Brooklyn, 12 to 4; Aug. 26, Baltimore, at Baltimore, 17 to 9; Aug. 27, Washington, at Washington, 9 to 7; Aug. 28, Philadelphia, at Philadelphia, 11 to 3; Aug. 30, Mutual, at Brooklyn, 11 to 2; Sept. 6, Boston, at Boston, 23 to 1; Sept. 8, Boston, at Boston, 15 to 10; Sept. 12, Philadelphia, at Brooklyn (14 innings), 3 to 2; Sept. 15, Mutual, at Brooklyn, 11 to 6; Sept. 17, Boston, at Brooklyn, 19 to 4; Sept. 18, Philadelphia, at Philadelphia, 9 to 4; Sept. 19, Baltimore, at Baltimore, 14 to 5; Sept. 20, Athletic, at Philadelphia, 11 to 5; Oct. 1, Boston, at Brooklyn, 8 to 6; Oct. 9, Baltimore, at Brooklyn, 29 to 4; Oct. 11, Washington, at Brooklyn, 17 to 3; Oct. 13, Mutual, at



Brooklyn, 18 to 7; Oct. 17, Boston, at Brooklyn, 24 to 4; Oct. 19, Athletic, at Philadelphia, 17 to 5. Totals, 443 to 168.

TIE GAMES.—Oct. 22, Athletic, at Brooklyn (ten innings), 4 to 4.

EXHIBITION GAMES.—July 19, Mutual, at Brooklyn, 9 to 5; Oct. 25, Mutual, at Brooklyn, 14 to 4; Nov. 1, Philadelphia, at Brooklyn, 12 to 1.

Totals, 35 to 10.

AMATEUR GAMES.—April 26, Field, on Union Grounds, 36 to 1; May 14, Yale, at New Haven, 15 to 12; July 30, Irvington, at Brooklyn, 10 to 1; Aug. 12, Irvington, at Brooklyn, 11 to 1; Oct. 8, Yale, at New Haven, 6 to 1; Oct. 14, Princeton, at Princeton, 16 to 3.

Totals, 94 to 22.

The total runs scored by the Atlantics in all their games was 1480 to 568.

The club record of games lost and won, is as follows:

Games won: Athletic, 4; Baltimore, 2; Boston, 1; Mutual, 2; Philadelphia, 2; Resolute, 3; Washington, 3. Total, 18.

Games lost: Athletic, 5; Baltimore, 7; Boston, 8; Mutual, 7; Philadelphia, 7; Resolute, 1; Washington, 2. Total, 37.

Games played: Athletic, 10; Baltimore, 9; Boston, 9; Mutual, 9; Philadelphia, 9; Resolute, 4; Washington, 5. Total, 55.

One game was a tie, and four were forfeited to the Atlantics, four not counting.

## THE CHAMPION CLUB'S RECORD.

### BOSTON (OF BOSTON.)

VICTORIES.—May 15, Atlantic, at Boston, 8 to 2; May 23, Baltimore, at Boston, 8 to 2; May 34, Baltimore, at Boston, 9 to 7; May 31, Mutual at Boston, 16 to 9; June 2, Atlantic, at Brooklyn, 5 to 0; June 3, Mutual, at Brooklyn (12 innings), 6 to 5; June 6, Baltimore, at Baltimore, 17 to 11; June 7, Washington, at Washington, 28 to 10; June 10, Mutual, at Brooklyn, 8 to 7; June 11, Atlantic, at Brooklyn, 9 to 5; June 17, Philadelphia, at Boston, 11 to 6; June 30, Mutual, at Boston, 17 to 6; July 16, Athletic, at Philadelphia, 21 to 13; July 30, Philadelphia, at Boston, 23 to 10; Aug. 16, Philadelphia, at Chicago, 11 to 8; Aug. 30, Athletic, at Boston, 7 to 6; Sept. 4, Washington, at Boston, 17 to 6; Sept. 5, Washington, at Boston, 25 to 8; Sept. 6, Atlantic, at Boston, 23 to 1; Sept. 8, Atlantic, at Boston, 15 to 10; Sept. 10, Athletic, at Philadelphia, 10 to 4; Sept. 11, Washington, at Washington, 11 to 6; Sept. 13, Washington, at Washington, 7 to 4; Sept. 15, Philadelphia, at Philadelphia, 7 to 5; Sept. 16, Baltimore at Baltimore, 11 to 10; Sept. 17, Atlantic, at Brooklyn, 19 to 4; Sept. 20, Mutual, at Boston, 19 to 11; Sept. 27, Mutual, at Boston, 15 to 4; Oct. 1, Atlantic, at Brooklyn, 8 to 6; Oct. 2, Philadelphia, at Philadelphia, 18 to



7; Oct. 4, Athletic, at Boston, 8 to 7; Oct. 9, Washington, at Boston, 25 to 6; Oct. 10, Washington at Boston, 8 to 2; Oct. 11, Baltimore at Boston, 13 to 6; Oct. 13, Baltimore, at Boston, 32 to 13; Oct. 17, Atlantic, at Brooklyn, 24 to 4; Oct. 21, Baltimore, at Baltimore, 18 to 14; Oct. 22, Washington, at Washington, 11 to 8; Oct. 23, Washington, at Washington, 9 to 8.

Totals, 557 to 261.

Sept. 12, Baltimore, at Baltimore (tie game), 9 to 9.

DEFEATS.—April 23, Philadelphia, at Boston, 5 to 8; May 17, Atlantic at Boston, 10 to 11; May 30, Mutual, at Boston, 4 to 6; June 5, Philadelphia, at Philadelphia, 8 to 22; June 9, Baltimore, at Baltimore, 6 to 14; June 14, Athletic, at Boston, 0 to 3; July 10, Philadelphia at Philadelphia, 17 to 18; July 12, Athletic at Philadelphia, 4 to 5; July 15, Mutual, at Brooklyn, 4 to 13; July 26, Baltimore, at Boston, 14 to 17; Aug. 19, Philadelphia, at Chicago, 4 to 9; Sept. 9, Mutual, at Brooklyn, 5 to 13; Oct. 6, Athletic, at Boston, 11 to 12; Oct. 24, Athletic, at Philadelphia, 4 to 5; Oct. 25, Athletic, at Philadelphia, 6 to 10.

Totals, 102 to 166.

Other professional games not counted in the championship series:

June 4, Resolute, at Elizabeth, 11 to 5; June 12, Resolute, at Brooklyn, 11 to 4; June 28, Mutual, at Boston, 5 to 3; July 4, Resolute, at Boston (morning), 2 to 11; July 4, Resolute, at Boston, (afternoon), 32 to 3; July 5, Resolute, at Boston, 13 to 2; Aug. 8, Philadelphia, at Rockford, Ill., 22 to 2; Sept. 30, Mutual, at Brooklyn, 12 to 5; Oct. 18, Mutual, at Brooklyn, 10 to 3; Oct. 29, Philadelphia, at Boston, 16 to 5; Oct. 30, Philadelphia, at Worcester, Mass., 15 to 9.

Totals, 149 to 52.

AMATEUR GAMES.—April 3, Picked Ten, at Boston, (opening game), 12 to 5; April 5, Tuft's College, at Boston, 35 to 1; April 10, Atlantic, at Boston, 26 to 5; April 15, Excelsior, at Boston, 32 to 0; April 16, Atlantic, at Boston, 31 to 7; April 19, Harvard College, at Boston, 22 to 0; April 22, Excelsior, at Boston, 21 to 1; April 25, Atlantic, at Boston, 42 to 6; April 26, Harvard College, at Boston, 12 to 4; April 29, Williams, at Boston, 32 to 2; May 1, Boston Jr., at Boston, 17 to 5; May 5, Chelsea, at Boston, 20 to 2; May 8, Yale College, at New Haven, 23 to 0; May 10, Harvard College, at Boston, 17 to 6; May 14, Tuft's College, at Boston, 34 to 3; May 19, Atlantic, at Boston, 29 to 2; May 20, Clipper, at Webster, Mass., 32 to 8; May 21, Harvard College, at Boston, 14 to 7; May 22, Beacons, at Boston, 13 to 5; May 28, Harvard College, at Cambridge, 14 to 2; June 13, Lowell, at Boston, 17 to 3; June 20, Clipper, at Lowell, 64 to 6; June 23, Chelsea, at Boston, 36 to 5; June 25, Olympics of Providence, R. I., at Boston, 39 to 6; June 26, Harvard Freshmen, at Boston, 27 to 6; June 28 Resolute, c



Portland, Me., at Boston, 20 to 4; July -, Beacon, at Boston, 36 to 8; Aug. 1, Live Oaks, at Lynn, Mass, 33 to 3; Aug 3, Chelsea, at Boston, 27 to 5; Aug. 6, Clipper, at Worcester, 40 to 13; Aug. 7, Fitchburg, at Fitchburg, Mass., 27 to 17; Aug. 11, Enterprise, at Pittsburgh, Pa., 35 to 5; Aug 13, Turner, at St. Louis, Mo., 37 to 3; Aug. 14, Empire, at St. Louis, Mo., 22 to 4; Aug. 20, Mutual, at Jackson, Mich., 43 to 7; Aug. 21, Empire, at Detroit, 35 to 4; Aug. 22, Maple Leaf, at Guelph, Ont., 27 to 8; Aug. 23, Dauntless, at Toronto, 48 to 10; Aug. 25, St. Lawrence, at St. Lawrence, 55 to 10; Aug. 26, Ottawa, at Ottawa, Ont., 44 to 4; Aug. 28, Pastime, at Ogdensburg, N. Y., 37 to 6; Sept. 24, Chelsea, at Boston, 22 to 2; Nov. 1, Harvard College, at Boston, 18 to 21; Nov. 5, Howard, at E. Bridge-water, 29 to 6.

Totals, 1,296 to 236.

There were five other games played in which the players were divided six on each side, and amateur players composing the nine, when the merits of amateur players' fast pitching vs. slow pitching were tested.

#### BALTIMORE, (OF BALTIMORE.)

April 18, Washington, at Washington, 7 to 1; April 21 Washington, at Baltimore, 18 to 2; April 26, Athletic, at Philadelphia, 4 to 11; April 30, Athletic, at Baltimore, 12 to 10; May 1, Philadelphia, at Philadelphia, 7 to 10; May 5, Mutual, at Brooklyn, 6 to 1; May 6, Resolute, at Waverly, 8 to 3; May 7, Atlantic, at Brooklyn, 5 to 6; May 10, Philadelphia, at Baltimore, 7 to 4; May 13, Mutual, at Baltimore, 11 to 7; May 14, Maryland, at Baltimore, 26 to 5; May 16, Mutual, at Baltimore, 12 to 6; May 23, Boston, at Boston, 2 to 8; May 24, Boston, at Boston, 7 to 9; May 27, Mutual, at Brooklyn, 7 to 6; May 28, Athletic, at Philadelphia, 4 to 9; May 29, Philadelphia, at Philadelphia, 3 to 6; May 30, Washington, at Washington, 22 to 6; June 2, Washington, at Baltimore, 12 to 3; June 6, Boston, at Baltimore, 11 to 17; June 9, Boston, at Baltimore, 14 to 6; June 13, Mutual, at Baltimore, 8 to 11; June 16, Washington, at Washington, 7 to 6; June 17, Resolute, at Baltimore, 16 to 4; June 19, Atlantic, at Baltimore, 10 to 2; June 21, Atlantic, at Baltimore, 18 to 2; June 23, Philadelphia, at Baltimore, 8 to 13; June 27, Maryland, at Baltimore, 20 to 0; June 28, Maryland, at Baltimore, 35, to 1; July 1, Athletic, at Baltimore, 2 to 11; July 3, Philadelphia, at Philadelphia, 3 to 13; July 4, Philadelphia, at Baltimore, 12 to 13; July 11, Maryland, at Baltimore, 20 to 10; July 21, Athletic,\* at Philadelphia, 13 to 12; July 22, Atlantic, at Brooklyn, 12 to 9; July 23, Resolute, at Waverly, 16 to 10; July 24, Mutual, at Brooklyn, 10 to 11; July 26, Boston, at Boston, 17 to 14; July 27, Atlantic, at Brooklyn, 6 to 1; Aug. 7, Philadelphia, at Phila-

\* 13 innings.



Philadelphia, 5 to 4; Aug. 12, Mutual, at Baltimore, 7 to 2; Aug. 15, Washington, at Baltimore, 24 to 9; Aug. 26, Atlantic, at Baltimore, 17 to 9; Sept. 5, Maryland, at Baltimore, † 17 to 3; Sept. 12, Boston, at Baltimore, ‡ 9 to 9; Sept. 16, Boston, at Baltimore, 10 to 11; Sept. 19, Atlantic, at Baltimore, 14 to 5; Sept. 30, Philadelphia, at Baltimore, § 10 to 6; Oct. 9, Atlantic, at Brooklyn, 29 to 4; Oct. 10, Mutual, at Brooklyn, 0 to 7; Oct. 11, Boston, at Boston, 6 to 13; Oct. 13, Boston, at Boston, 19 to 29; Oct. 14, Mutual, at Brooklyn, 12 to 4; Oct. 15, Atlantic, at Brooklyn, 6 to 8; Oct. 16, Philadelphia, at Philadelphia, 9 to 13; Oct. 17, Athletic, at Philadelphia, 17 to 6; Oct. 18, Athletic, at Philadelphia, 6 to 13; Oct. 21, Boston, at Baltimore, 13 to 18.

Totals, 659 to 452.

EXHIBITION GAMES.—April 5, Picked Nine, at Baltimore, 19 to 3; April 10, Picked Nine, at Baltimore, 20 to 2; June 25, Picked Nine, at Baltimore, 10 to 7; July 15, Picked Nine, at Baltimore, 17 to 6; July 19, Picked Nine, at Baltimore, 13 to 11; Aug. 2, Picked Nine, at Baltimore, 9 to 3; Aug. 6, Peabody, at Baltimore, 50 to 2; Aug. 9, Philadelphia, at Baltimore, ¶ 24 to 25; Aug. 23, Picked Nine, at Baltimore, 17 to 8; Aug. 30, Philadelphia, at Philadelphia, 11 to 3.

Total, 190 to 70; 58 championship games, 1873, 659 to 452; total, 849 to 522; 85 games, 1872, 1,072 to 594; total, 1,921 to 1,116.

April, 4 games played, 3 won, 1 lost; May, 14 games played, 8 won, 6 lost; June, 11 games played, 8 won, 3 lost; July, 10 games played, 6 won, 4 lost; August, 4 games played, 4 won, 0 lost; September, 5 games played, 3 won, 1 lost, 1 tie; October, 10 games played, 3 won, and 7 lost.

Games played, 58; won, 35; lost, 22; tie, 1.

### MUTUAL, (OF NEW YORK.)

VICTORIES.—May 14, Washington, at Washington, 6 to 2; May 30, Boston, at Boston, 6 to 4; June 13, Baltimore, at Baltimore, 11 to 8; June 21, Resolute, at Brooklyn, 9 to 1; June 25, Resolute, at Brooklyn, 9 to 4; July 3, Washington, at Brooklyn, 13 to 3; July 4, Atlantic, at Brooklyn, 10 to 6; July 12, Atlantic, at Brooklyn, 9 to 5; July 15, Boston, at Brooklyn, 13 to 4; July 16, Resolute, at Waverly, 13 to 2; July 24, Baltimore, at Brooklyn, 11 to 10; July 26, Atlantic, at Brooklyn, 7 to 4; Aug. 7, Resolute, at Brooklyn, 20 to 3; Aug. 11, Philadelphia, at Philadelphia, 6 to 4; Aug. 16, Atlantic, at Brooklyn, 12 to 4; Aug. 30, Atlantic, at Brooklyn, 11 to 2; Sept. 2, Washington, at Brooklyn, 9 to 0; Sept. 4, Athletic, at Philadelphia, 7 to 5; Sept. 9, Boston, at Brooklyn, 13 to 5; Sept. 13,

† 6 innings. ‡ 7 innings. § 5 innings. ¶ 10 innings.



Philadelphia, at Brooklyn, 7 to 2; Sept. 15, Atlantic, at Brooklyn, 11 to 6; Sept. 18, Athletic, at Brooklyn, 19 to 4; Sept. 25, Philadelphia at Philadelphia, 8 to 4; Oct. 2, Athletic, at Brooklyn, 10 to 4; Oct. 4, Philadelphia, at Brooklyn, 5 to 4; Oct. 8, Washington, at Brooklyn, 17 to 9; Oct. 10, Baltimore, at Brooklyn, 7 to 0; Oct. 13, Atlantic, at Brooklyn, 18 to 7; Oct. 21, Athletic, at Brooklyn, 15 to 3.

Total, 29 victories, with a score of 312 to 119.

DEFEATS.—May 5, Baltimore, at Brooklyn, 5 to 1; May 12, Philadelphia, at Philadelphia, 5 to 4; May 13, Baltimore, at Baltimore, 11 to 7; May 15, Washington, at Washington, 12 to 8; May 16, Baltimore, at Baltimore, 12 to 6; May 17, Athletic, at Philadelphia, 12 to 0; May 24, Athletic, at Brooklyn, 11 to 7; May 27, Baltimore, at Brooklyn, 7 to 6; May 31, Boston, at Boston, 16 to 9; June 3, Boston, at Brooklyn, 6 to 5; June 7, Philadelphia, at Philadelphia, 12 to 10; June 9, Athletic, at Philadelphia, 22 to 3; June 10, Boston, at Brooklyn, 8 to 7; June 12, Philadelphia, at Philadelphia, 10 to 8; June 20, Athletic, at Brooklyn, 9 to 7; June 30, Boston, at Boston, 17 to 6; July 7, Philadelphia, at Brooklyn, 13 to 10; Aug. 9, Atlantic, at Brooklyn, 12 to 2; Aug. 12, Baltimore, at Baltimore, 7 to 2; Aug. 23, Atlantic, at Brooklyn, 6 to 5; Sept. 20, Boston, at Boston, 19 to 11; Sept. 24, Athletic, at Philadelphia, 10 to 6; Sept. 27, Boston, at Boston, 15 to 4; Oct. 14, Baltimore, at Brooklyn, 12 to 4.

Total, 24 defeats, with a score of 270 to 138.

EXHIBITION GAMES—June 28, Boston, at Boston, 3 to 5; July 19, Atlantic, (Kelly benefit), 5 to 9; Sept. 30, Boston, at Brooklyn, 5 to 12; Oct. 18, Boston, at Brooklyn, 3 to 10; Oct. 25, Atlantic, at Brooklyn, 4 to 14; — —, Boston, at Boston, — —.

AMATEUR GAMES.—April 28, Chelsea, at Brooklyn, 24 to 1; May 28, Yale, at New Haven, 15 to 2; May 29, Harvard, at Boston, 8 to 3; June 19, Jasper, of Manhattan College, at Brooklyn, 27 to 3; July 10, Olympic, at Brooklyn, 26 to 6; July 23, Irvington, at Brooklyn, 21 to 10; Aug. 27, Irvington, at Brooklyn, 9 to 7.

The following is the record of the games the Mutuals won, lost, and played in the championship arena:

Games won: Atlantic, 7; Athletic, 4; Philadelphia, 4; Washington, 4; Baltimore, 3; Boston, 3; Resolute, 4. Total, 29.

Games lost: Atlantic, 2; Athletic, 5; Philadelphia, 4; Washington, 1; Baltimore, 6; Boston, 6; Resolute, 0. Total, 24.

Games played: Atlantic, 9; Athletic, 9; Philadelphia, 8; Washington, 5; Baltimore, 9; Boston, 9; Resolute, 9. Total, 53.



## PHILADELPHIA, (OF PHILADELPHIA.)

VICTORIES.—April 21, Athletic, at Philadelphia, 11 to 3; April 23, Boston, at Boston, 8 to 5; April 28, Resolute at Waverly, 23 to 5; May 1, Baltimore, at Philadelphia, 10 to 7; May 9, Washington, at Washington, 16 to 4; May 12, Mutual, at Philadelphia, 5 to 4; May 14, Athletic, at Philadelphia, 5 to 4; May 19, Atlantic, at Brooklyn, 11 to 13; May 20, Resolute, at Waverly, 6 to 5; May 24, Atlantic, at Philadelphia, 5 to 1; May 26, Resolute, at Philadelphia, 7 to 2; May 29, Baltimore, at Philadelphia, 6 to 3; June 5, Boston, at Philadelphia, 22 to 8; June 7, Mutual, at Brooklyn, 12 to 10; June 9, Atlantic, at Brooklyn, 8 to 7; June 11 Athletic, at Philadelphia, 7 to 5; June 12, Mutual, at Philadelphia, 10 to 8; June 14, Atlantic, at Philadelphia, 16 to 9; June 19, Resolute, at Philadelphia, 11 to 4; June 21, Athletic, at Philadelphia, 17 to 5; June 23, Baltimore, at Baltimore, 13 to 8; June 24, Washington, at Washington, 23 to 6; June 30, Athletic, at Philadelphia, 27 to 17; July 3, Baltimore, at Philadelphia, 13 to 3; July 4, Baltimore, at Baltimore, 13 to 12; July 7, Mutual, at Brooklyn, 13 to 10; July 9, Atlantic, at Brooklyn, 12 to 3; July 10, Boston, at Philadelphia, 18 to 17; Aug. 19, Boston, at Chicago, 9 to 4; Aug. 28, Atlantic, at Philadelphia, 11 to 3; Sept. 1, Washington, at Philadelphia, 14 to 7; Sept. 8, Athletic, at Philadelphia, 6 to 5; Sept. 12, Atlantic, at Brooklyn, 3 to 2; Sept. 18, Atlantic, at Philadelphia, 9 to 4; Sept. 22, Athletic, at Philadelphia, 14 to 7; Oct. 11, Athletic, at Philadelphia, 13 to 9; Oct. 16, Baltimore, at Philadelphia, 13 to 9.

## RESOLUTE (OF ELIZABETH, N. J.)

DEFEATS.—April 28, Philadelphia, at Waverly, 23 to 5; May 6, Baltimore, at Waverly, 8 to 3; May 20, Philadelphia, at Waverly, 6 to 3; May 26, Philadelphia, at Philadelphia, 7 to 2; May 26, Athletic, at Waverly, 11 to 2; June 4, Boston, at Waverly, 13 to 5; June 7, Athletic, at Philadelphia, 14 to 4; June 12, Boston, at Brooklyn, 11 to 4; June 17, Baltimore, at Baltimore, 16 to 4; June 18, Washington, at Washington, 7 to 5; June 21, Mutual, at Brooklyn, 9 to 1; June 25 Mutual, at Brooklyn, 9 to 4; June 28, Atlantic, at Brooklyn, 10 to 0; July 4, Boston, at Boston, 32 to 3; July 5, Boston, at Boston, 13 to 2; July 16, Mutual, at Waverly, 13 to 2; July 17, Atlantic, at Brooklyn, 23 to 1; July 23, Baltimore, at Waverly, 16 to 10; Aug. 4, Atlantic, at Brooklyn, 16 to 8; Aug. 7, Mutual, at Brooklyn, 20 to 3.

Total, 277 to 71.

VICTORIES.—June 5, Atlantic, at Brooklyn, 12 to 9; July 4, Boston, at Boston, 11 to 2.

AMATEUR GAMES.—April 30, Resolute vs. Yale, 11 to 10; May 24, Resolute vs. Princeton, 2 to 6; July 1, Resolute vs.



Union of Newark, 16 to 3; July 8, Resolute vs. Union of Newark, 15 to 10.

Victories: Atlantic 1; Athletic, 0; Baltimore, 0; Boston, 1; Mutual, 0; Philadelphia, 0; Washington, 0. Total, 2.

Defeats: Atlantic, 3; Athletic, 2; Baltimore, 3; Boston, 4; Mutual, 4; Philadelphia, 3; Washington 1. Total, 20.

Games played: Atlantic, 4; Athletic, 2; Baltimore, 3; Boston, 5; Mutual, 4; Philadelphia, 3; Washington, 1. Total, 22.

### WASHINGTON, (OF WASHINGTON.)

VICTORIES.—April 14, Maryland, at Baltimore, 24 to 3; April 15, Maryland, at Washington, 27 to 7; May 15, Mutual, at Washington, 12 to 8; June 18, Resolute at Washington, 7 to 5; Aug. 8, Philadelphia, at Washington, 9 to 2; Aug. 27, Atlantic, at Washington, 9 to 7; Oct. 1, Philadelphia, at Washington, 14 to 13; Oct. 11, Atlantic, at Washington, 17 to 3.

Totals, 119 to 48.

DEFEATS.—April 18, Baltimore, at Washington, 7 to 1; April 21, Baltimore, at Baltimore, 18 to 3; May 7, Athletic, at Philadelphia, 12 to 3; May 9, Philadelphia, at Washington, 16 to 4; May 14, Mutual, at Washington, 6 to 2; May 30, Baltimore at Washington, 19 to 4; June 2, Baltimore, at Baltimore, 12 to 3; June 7, Boston, at Washington, 28 to 10; June 16, Baltimore, at Washington, 7 to 6; June 20, Atlantic, at Washington, 19 to 18; June 24, Philadelphia, at Washington, 23 to 6; July 2, Atlantic, at Brooklyn, 5 to 1; July 3, Mutual, at Brooklyn, 13 to 3; July 4, Athletic, at Philadelphia, 14 to 3; July 26, Athletic, at Philadelphia, 20 to 19; Aug. 15, Baltimore, at Baltimore, 24 to 9; Aug. 16, Athletic, at Philadelphia, 14 to 0; Aug. 23, Athletic, at Philadelphia, 7 to 2; Sept. 1, Philadelphia, at Philadelphia, 14 to 7; Sept. 2, Mutual, at Brooklyn, 9 to 0; Sept. 3, Atlantic, at Brooklyn, 4 to 2; Sept. 4, Boston, at Boston, 17 to 6; Sept. 5, Boston, at Boston, 25 to 8; Sept. 6, Athletic, at Philadelphia, 14 to 2; Sept. 11, Boston, at Washington, 11 to 6; Sept. 13, Boston, at Washington, 7 to 4; Oct. 8, Mutual, at Brooklyn, 17 to 9; Oct. 9, Boston at Boston, 25 to 6; Oct. 10, Boston, at Boston, 8 to 2; Oct. 22, Boston, at Washington, 11 to 8; Oct. 23, Boston, at Washington, 9 to 8.

Total 455 to 167.

Summary of games won, lost and played, during 1873 by the Washington nine:

Victories: Philadelphia, 2; Atlantic, 2; Mutual, 1; Boston, 0; Baltimore, 0; Athletic, 0; Resolute, 1; Maryland, 2. Total, 8.

Defeats: Philadelphia, 3; Atlantic, 3; Mutual, 4; Boston, 7; Baltimore, 6; Athletic, 6; Resolute, 0; Maryland, 0. Total, 29.

Games played: Philadelphia, 5; Atlantic, 5; Mutual, 5; Boston, 7; Baltimore, 6; Athletic, 6; Resolute, 1; Maryland, 2. Total, 37.



## THE AMATEUR CLUB RECORD FOR 1873.

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The following are the records of the amateur clubs, sent in for publication in the DIME BASE-BALL PLAYER. They are those of games played in 1873:

### ATHLETIC (OF NEW YORK.)

VICTORIES.—April 4, Mutual, Jr., 15 to 9; May 29, Ætna, 39 to 33; June 3, Mutual, Jr., 22 to 12; June 19, Modoc, 36 to 22; July 10, Sylvan, 7 to 6; Aug. 8, Marion, 62 to 9; Aug. 10, Manhattan, 55 to 20; Aug. 17, Mutual, Jr., 38 to 7; Aug. 21, Ætna 31 to 12; Sept. 16, Keystone, 40 to 18; Sept. 23, Arlington, 36 to 7; Sept. 28, Hardlyable, 49 to 19; Oct. 2, Arlington, 29 to 14; Oct. 9, Reliance, 21 to 9; Oct. 9, Hardlyable, 13 to 5; Oct. 22, Winona, 13 to 4; Oct. 28, Rosedale, 15 to 13.

Totals, 521 to 219.

DEFEATS.—July 10, Reliance, 21 to 34; July 31, Chelsea, 3 to 40. Totals, 24 to 74.

### ATLANTIC, (OF MORRISANIA.)

VICTORIES.—May 7, Harlem, 23 to 10; May 17, National, 9 to 8; May 21, Victory, 26 to 12; June 13, Mutual, 37 to 5; July 5, White Stocking, Jr., 6 to 1; July 16, Atlantic, of Hoboken, 22 to 14; July 20, Harlem, 16 to 8; July 30, Washington, 12 to 9; Aug. 15, Equitable, 33 to 12; Aug. 29, Yonkers, 25 to 2; Sept. 3, Star, of Mount Vernon, 26 to 14; Sept. 17, Union, of Westchester, 10 to 9; Sept. 26, Yonkers, 15 to 5; Oct. 3, Star, 25 to 24; Oct. 22, Union, 24 to 15.

Totals, 309 to 148.

DEFEATS.—May 29, Jasper 0 to 0; July 9, Olympic, 0 to 0; Sept 10, Chatham, 0 to 0; Oct. 8, Union, 0 to 0; Oct. 22, Chatham, 0 to 0.

FORFEITED.—June 26, Jasper, 9 to 0; Aug. 8, White Stocking, 9 to 0.

### ALDINE (OF BROOKLYN.)

VICTORIES.—Modoc, 29 to 18; Bedford, 9 to 5; Reliance, 21 to 20; Modoc, 19 to 16; Prospect Park Nine, 63 to 14; Knickerbockers, of Hudson, N. Y., 19 to 15; Sappho, 13 to 7; Clinton, 17 to 13; Starlight, 24 to 11; Bedford, 16 to 6; Clinton, 22 to 13; Knickerbockers, of Hudson, N. Y., 11 to 7; Enterprise, of Athens, N. Y., 14 to 5.



DEFEATS.—Washington, 3 to 17; Washington, 1 to 27; Rosedale, 13 to 22; Rosedale, 4 to 10; Crystal, 13 to 33; Lone Star, Catskill, 4 to 10.

### CHELSEA (OF BROOKLYN.)

VICTORIES.—May 30, Burnside, 16 to 8; June 13, Reliance, 18 to 11; June 19, Union, 15 to 10; June 26, Oriental, 30 to 4; July 4, T. B. F. U. S., 9 to 6; July 8, Burnside, 14 to 4; July 24, Fame, 30 to 9; July 31, Athletic, 41 to 0; Aug. 8, Union, 11 to 7; Aug. 13, T. B. F. U. S., 12 to 8; Aug. 25, Oneida, at Orange, N. J., 17 to 7; Aug. 27, Nassau, at Prospect Park, 11 to 9; Sept. 2, Staten Island, at S. I., 14 to 6; Sept. 5, Amity, 10 to 1; Sept. 9, Oneida, 18 to 10; Sept. 12, Waverly, at Hoboken, N. J., 25 to 13; Sept. 16, Amity, 6 to 1; Oct. 7, Staten Island, 19 to 7; Oct. 15, Unknown, at Greenpoint, 27 to 4; Oct. 17, Nassau, 9 to 7; Oct. 23, Nameless, 13 to 4; Oct. 31, Powhatan, 18 to 1; Nov. 5, Silver Star, 9 to 6.

Totals, 392 to 143.

DEFEATS.—May 5, Princeton College, at Princeton, N. J., 1 to 12; June 4, Burnside, at Capitoline Ground, 12 to 15; July 17, Union (11 innings), at Capitoline Ground, 6 to 9; Oct. 1, Princeton College (11 innings), at Princeton, N. J., 14 to 15; Oct. 3, Nassau, at Prospect Park, 11 to 19; Oct. 9, Nameless at Prospect Park, 5 to 11.

Totals, 49 to 81.

### CRYSTAL (OF BROOKLYN.)

VICTORIES.—June 23, Oneida, 35 to 11; July 4, Marcy, 22 to 11; July 8, Mohawk, 38 to 8; July 29, Active, 11 to 8; Aug. 2, St. Clair, 11 to 9; Sept. 3, Work and Win, 34 to 11; Sept. 11, Wallabout, 27 to 15; Sept. 17, Aldine, 37 to 12; Oct. 1, Winona, of Flatbush, 17 to 16; Oct. 15, Winona, of Flatbush, 24 to 13; Oct. 23, Active, 15 to 5.

Totals, 271 to 119.

DEFEAT.—July 16, Active, 6 to 7.

### CONFIDENCE (OF NEW ROCHELLE.)

VICTORIES.—March 22, David's Island, at N. Y. H., 24 to 15; April 13, David's Island, at N. Y. H., 25 to 9; June 10, Locust, at Rye, 22 to 7; June 25, David's Island, at N. Y. H., 31 to 14; July 1, Americus, at Greenwich, Ct., 20 to 10; July 4, Atlantic, at New Rochelle, 24 to 20; July 8, Victory, at Mt. Vernon, 27 to 12; July 15, Victory, at Mt. Vernon, 9 to 2; July 22, Athletic, at Yonkers, 24 to 8; July 26, Rosedale, at N. Y., 21 to 8; July 28, Montauk, at Dobb's Ferry, 24 to 17; Aug. 2, Star, at New York, 21 to 17; Aug. 9, Sunnyside, at Irvington, 15 to 14; Aug. 15, Star, at Tuckahoe, 26 to 21; Aug. 23, Locust, at Rye, 36 to 24; Sept. 1, Montauk, at Dobb's Ferry, 34 to 5; Sept. 13, Pastime, at Portchester, 44 to 17; Sept. 14, Ath-



letic, at E. New York, 36 to 12; Oct. 7, Athletic, at White Plains, 54 to 17; Nov. 6, Mercury, at New York, 27 to 5; Nov. 24, Oriental, at Long Island, 38 to 7.

Totals, 592 to 251.

DEFEATS.—Aug. 16, Staten Island, at New Rochelle, 26 to 27; Aug. 20, Victory, at Mount Vernon, 2 to 12.

Totals, 28 to 39.

### EASTON (OF EASTON, PA.)

VICTORIES.—May 29, Trenton, at Trenton, N. J., 27 to 13; June 25, Lafayette College, 23 to 7; July 4, Nameless, of Brooklyn, N. Y., 39 to 5; July 12, Picked Nine, of Easton, 51 to 11; July 24, Eureka, of Philadelphia, 37 to 18; July 31, Modoc, of Philadelphia, 34 to 13; Aug. 6, Irvington, of N. J., 19 to 17; Aug. 26, Flyaway, of N. Y. City, 30 to 5; Sept. 3, Atlanta, of Washington, N. J., 26 to 7; Sept. 4, Independent, of Bloomsburg, Pa., 24 to 0; Sept. 10, Arctic, of Easton, 92 to 2; Sept. 24, Modoc, of Scranton, Pa., at Scranton, 19 to 3.

DEFEATS.—May 23, Philadelphia, 23 to 4; Aug. 11, Nassau, of Brooklyn, N. Y., 17 to 15; Aug. 27, Athletic, of Philadelphia, at Philadelphia, 23 to 4.

Number of runs made by Eastons, 373.

Number of runs made by opponents, 165.

### INVINCIBLE (OF ST. JOHN'S COLLEGE.)

VICTORIES.—May 8, Stars, College Grounds, 24 to 11; May 29, Eureka, Melrose, 21 to 6; June 4, Pastimes, Melrose, 11 to 8; Sept. 30, Hickory (forfeit), 9 to 0; Oct. 2, Victory, College Grounds, 28 to 20; Oct. 12, Invincibles, Harlem (forfeit), 9 to 0; Oct. 16, Pastimes, Sixteenth street College Grounds, 32 to 2.

DEFEATS.—May 2, Pastimes, Melrose, 16 to 17; Sept. 28, Stars, College Grounds, 13 to 23.

### KING PHILLIP (OF ABINGDON, MASS.)

VICTORIES.—Tuft's College, 7 to 3; Chelsea, 8 to 6; Lowell, 9 to 3; Tuft's College, 10 to 2; Chelsea, 16 to 7; Beacon, 20 to 7; Lowell, 27 to 12.

Totals, 97 to 40.

The above games were won against very strong nines. Their other victories are as follows:

Howard, 7 to 1; Active, 8 to 5; Howard, 8 to 6; Active, 9 to 1; Fremont, 11 to 1; Active, 13 to 4; Howard, 14 to 2; Independent, 30 to 3; Active, 30 to 5.

Totals, 130 to 28.

DEFEATS.—Chelsea, 3 to 4; Beacon, 8 to 16; Beacon, 9 to 16; Howard, 5 to 12. Totals, 25 to 48.



## KNICKERBOCKER (OF NEW YORK.)

June 25, Arlington, 26 to 25; July 25, Manhattan, 47 to 15; Aug. 29, Arlington, 17 to 9; Sept. 5, Englewood, 16 to 21; Sept. 25, Amateur, 25 to 14; Oct. 3, Englewood, 27 to 12; Oct. 10, Staten Island, 14 to 21.

## NAMELESS (OF BROOKLYN.)

VICTORIES.—May 17, Concord, 23 to 17; May 21, Eureka, 18 to 5; July 20, Arlington, 23 to 18; Aug. 9, Arlington, 11 to 6; Aug. 21, Enterprise, 31 to 2; Aug. 30, Concord, 27 to 7; Sept. 22, Powhatan, 7 to 6; Oct. 9, Chelsea, 11 to 5; Oct. 18, Powhatan, 23 to 3; Nov. 4, Enterprise, 34 to 12.

Totals, 208 to 81.

DEFEATS.—June 21, Nassau, 17 to 35; July 4, Easton, 5 to 39; Aug. 2 Nassau, 11 to 44; Sept. 6, Oneida, 7 to 29; Oct. 4, Powhatan, 14 to 9; Oct. 22, Chelsea, 4 to 13.

Totals, 58 to 179.

Total of the Nameless, 366: against 360 of their opponents.

## NASSAU (OF BROOKLYN.)

VICTORIES.—May 17, Brooklyn, 12 to 9; June 15, Concord, 24 to 17; June 21, Nameless, 35 to 17; June 28, Arlington, 9 to 6; July 12, Washington, 15 to 13; July 26, Concord, 34 to 24; Aug. 2, Nameless, 44 to 11; Aug. 11, Easton, 17 to 15; Aug. 16, Arlington, 19 to 12; Sept. 1, Oneida, 21 to 11; Sept. 9, Union, 12 to 1; Sept. 11, Utica (State Tourney), 26 to 10; Sept. 12, Mutual (State Tourney), 48 to 14; Sept. 15, Rochester (State Tourney), 17 to 3; Sept. 27, Concord, 18 to 7; Oct. 3, Chelsea, 19 to 11; Oct. 4, Union, 6 to 0; Oct. 17, Amity, 10 to 5.

DEFEATS.—June 3, Washington, 15 to 7; June 12, Arlington, 9 to 3; July 4, Oneida, 24 to 13; Aug. 27, Chelsea, 11 to 9; Oct. 17, Chelsea, 9 to 7.

TIE GAMES.—Sept. 9, Amity, 12 to 12; Oct. 11, Oneida, 4 to 4.

## ONEIDA (OF ORANGE.)

VICTORIES.—June 28, Active, at New York, 21 to 8; July 4, Nassau, at Brooklyn, 24 to 13; July 16, Union, at Newark, 24 to 11; July 18, Arlington, at New York, 24 to 11; Aug. 2, Staten Island, at New York, 33 to 25; Aug. 4, Silver Star, at New York, 21 to 20; Aug. 19, Union, at Newark, 11 to 10; Aug. 23, Staten Island, at New York, 22 to 13; Aug. 27, Alpha, at Roseville, 18 to 13; Aug. 29, Empire, at New Brunswick, 30 to 4; Sept. 6, Nameless, at Brooklyn (6 innings), 34 to 0; Sept. 18, Union, at Newark, 5 innings, 4 to 2.

Totals, 266 to 137.

DEFEATS.—Aug. 25, Chelsea, at Brooklyn, 7 to 17; Aug. 30, Nassau, at Brooklyn, 11 to 21; Sept. 1, Silver Star, at New



York, 9 to 13; Sept. 9, Chelsea, at Brooklyn, 10 to 18; Sept. 27, Alpha, at Roseville, 6 to 13.

Totals, 43 to 82.

TIE GAMES.—Aug. 9, Staten Island, 15 to 15; Oct. 11, Nassau, 4 to 4.

### ORIENTAL (OF GREENPOINT, L. I.)

VICTORIES.—July 4, Norman, 23 to 8; July 11, Mattano, 25 to 19; July 21, Eagle, G. P., 10 to 6; Aug. 7, Mattano, 26 to 16; Aug. 12, Sparta, 10 to 7; Aug. 26, Eagle, N. Y., 32 to 13; Sept. 5, Aetna, N. Y., 25 to 10; Sept. 16, Norman, N. Y., 26 to 13; Sept. 30, Aetna, N. Y., 26 to 13; Oct. 9, Manhattan, 15 to 11; Oct. 13, Eagle, G. P. (in 6 innings), 19 to 6; Oct. 18, Equitable, 17 to 10; Oct. 21, National, 14 to 7; Nov. 10, Lafayette, 9 to 4; Nov. 16, National, 20 to 7.

Totals, 297 to 151.

DEFEATS.—July 24, Eagle, G. P., 9 to 12; Aug. 15, Manhattan, N. Y., 10 to 21; Sept. 12, Equitable, N. Y., 5 to 32; Sept. 19, Manhattan, 4 to 13.

Totals, 19 to 66.

### POWHATAN (OF BROOKLYN.)

May 28, Work and Win vs. Ninth Precinct, of Brooklyn, 18 to 11; June 11, Work and Win, vs. Ninth Precinct, of Brooklyn, 16 to 8; June 13, Work and Win vs. Crystals, of Brooklyn, 22 to 19; June 29, Work and Win vs. Ninth Precinct, of Brooklyn, 23 to 35; July 4, Work and Win vs. Pastimes, of Brooklyn, 30 to 15; July 10, Work and Win vs. Mohawks, of Brooklyn, 36 to 23; July 17, Work and Win vs. Lone Star, of Brooklyn, 71 to 17; July 24, Work and Win vs. Sinclair, of Brooklyn, 35 to 11; July 26, Work and Win vs. Arlington, of New York, 56 to 6; Aug. 18, Work and Win vs. Crystals, of New York, 11 to 34; Aug. 21, Work and Win vs. Amity, of Brooklyn, 21 to 24; Aug. 30, Work and Win vs. Concord, of Brooklyn, 11 to 17; Sept. 11, Work and Win vs. F. B. F. U. S., of Bridgeport, Conn., at Bridgeport, Conn., 4 to 14.

Totals, 324 to 244.

In September they changed their name to that of the Powhatan Club—that of an old Brooklyn organization—and as such club played the following games:

Sept. 23, Davis, of Williamsburgh, 17 to 12; Sept. 24, Montague, of Brooklyn, 16 to 1; Sept. 25, Davis, of Williamsburgh, 5 to 17; Sept. 27, Nameless, of Brooklyn, 6 to 7; Oct. 4, Nameless, of Brooklyn, 19 to 14; Oct. 10, Montague of Brooklyn, 28 to 17; Oct. 11, Concord, of Brooklyn, 21 to 8; Oct. 18, Nameless of Brooklyn, 3 to 18; Nov. 3, Chelsea, of Brooklyn, 1 to 18; Nov. 10, Staten Island, of Staten Island, 12 to 14.

Totals, 128 to 126.



## ROSEDALE (OF BROOKLYN.)

VICTORIES.—July 12, Contest, 25 to 19; July 19, Contest, 26 to 20; July 26, Aldine, 22 to 12; Aug. —, Wynona, 23 to 7; Aug. 9, Aldine, 11 to 4; Aug. 19, Excelsior (10 innings), 6 to 8; Sept. 4, Excelsior, (10 innings), 16 to 13; Sept. 12, Favorita, of (Leonia), 34 to 12; Sept. 26, Wynona, 25 to 9; Sept. 26, Warner, 18 to 6; Sept. 30, Baltic, 16 to 8; Oct. —, Modoc, 20 to 10.

Totals, 345 to 118.

DEFEATS.—Sept. 15, Baltic, 29 to 42; Sept. 28, Athletic, 13 to 15.

Totals, 42 to 57.

## RIVERTON (OF RIVERTON, N. J.)

VICTORIES.—April 26, Relief, 23 to 11; May 10, Germantown, 41 to 2; May 24, Pacific, 27 to 6; June 2, Keystone, 16 to 12; June 7, Bachelor, 40 to 10; June 14, Hartville, 21 to 11; June 21, Bachelor, 21 to 10; June 28, Germantown, 10 to 8; July 5, Philadelphia, 29 to 13; July 26, Zephyr, 18 to 8; Aug. 2, Germantown, 20 to 18; Aug. 9, Zephyr, 16 to 15; Aug. 16, Bachelor, 11 to 9; Aug. 23, Hadden, 27 to 6; Sept. 13, Bachelor, 23 to 9; Sept. 20, Bachelor, 23 to 11; Sept. 27, Agile, 19 to 18; Oct. 4, United, 13 to 11; Oct. 11, Active, 21 to 4; Oct. 18, Active, 21 to 14; Oct. 25, West End, 20 to 12.

DEFEATS.—May 17, Yale, 18 to 42; May 31, Germantown, 8 to 32; July 12, Germantown, 13 to 21; Aug. 30, Hadden, 15 to 18; Sept. 6, Agile (10 innings), 15 to 16.

## RESOLUTE (OF FALL RIVER, MASS.)

VICTORIES.—Quickstep, of Fall River, 14 to 7; Acuishnet, of New Bedford, 33 to 26; Cascade, of Fall River, 20 to 16; Dauntless, of Fall River, 49 to 20; Cascade, of Fall River, 26 to 5; Niantic, of Fall River, 33 to 11; Phil Sheridan, of Newport, R. I., 34 to 8; Dauntless, of Fall River, 40 to 10; Phil Sheridan, of Newport, R. I., 18 to 11; Emmett, of New Bedford, 48 to 22; Bristol, of Bristol, R. I., 34 to 6; Emmett, of New Bedford, 47 to 15; Troy, of Fall River, 22 to 7.

DEFEATS.—Acuishnet, of New Bedford, 20 to 27; Acuishnet, of New Bedford, 21 to 28.

Total runs, 469 to 219.

## STAR (OF NEW YORK.)

VICTORIES.—May 5, Eagle, of New York, 14 to 6; May 15, Amity of Brooklyn, 16 to 3; June 11, Chatham, of New York, Melrose, 19 to 10; June 20, Osceola, of N. Y., Jersey City, 24 to 13; June 27, Chatham, of New York, 17 to 14; July 1, Eagle, of New York, 9 to 0; July 3, Equitable, of New York, 21 to 20; July 4, Union, of Newark, 8 to 5; July 9, Amity, of Brooklyn, 12 to 7; July 24, Union of Newark, Newark, 7 to 5; Aug. 9, Star, of New York, 8 to 4; Aug. 25, Star, of New-



ark, 13 to 11; Aug. 28, Union, of Newark, 13 to 12; Sept. 1, Oneida, of Orange, 13 to 9; Sept. 25, Rivals, of New York, 14 to 2; Oct. 9, Rivals of New York, Harlem, 17 to 9; Oct. 16, Star, of Newark, Hamburgh place, Newark, 8 to 5; Oct. 31, Manhattan, of New York, 9 to 7.

Totals, 242 to 142.

DEFEATS.—May 1, Jasper, Manhattanville, 9 to 21; June 30, Unions, of Brooklyn, 63d street, 8 to 25; Aug. 22, Oneida, of Orange, Orange, 20 to 21; Nov. 3, Chelsea, of Brooklyn, Prospect Park (6 innings), 6 to 9.

Totals, 43 to 76.

Total runs—Silver Star, 285; opponents, 218. Games forfeited, 1.

### STATEN ISLAND (OF N. Y.)

VICTORIES.—Lord & Taylor Nine, 43 to 14; Burlesque, Pleasant Valley, 23 to 3; Harvard, Bergen Hights, N. J., 91 to 3; Knickerbocker, New York, 40 to 19; Burlesque, Pleasant Valley, 25 to 10; Arlington, New York, 30 to 13; American Bank Note Co., 32 to 2; Confidence, New Rochelle, 27 to 26; Olympic, Brooklyn, 41 to 9; Concord, Brooklyn, 12 to 10; Picked Nine, New York and Brooklyn, 14 to 6; Gotham, New York, 18 to 4; Amity, Brooklyn, 8 to 2; Knickerbocker, New York, 22 to 14; Knickerbocker, New York, 21 to 0; Howard, Sanger & Co., New York, 33 to 5; Powhatan, Brooklyn, 15 to 12.

Totals, 495 to 152.

DEFEATS.—Olympic, Brooklyn, 3 to 22; Arlington, of New York, 7 to 19; Oneida, Orange, 25 to 33; Chelsea, Brooklyn, 6 to 14; Chelsea, Brooklyn, 7 to 19.

Totals, 48 to 107.

FORFEITED.—Oneida, Orange, 9 to 0; Concord, Brooklyn, 9 to 0.

Totalss, 18 to 0.

TIE GAME.—Oneida, Orange, 15 to 15.

### UNION (OF NEWARK, N. J.)

VICTORIES.—May 29, Oneida, of Bloomfield, 27 to 11; June 12, Unique, of Orange, 34 to 13; June 19, Excelsior, of Newark, 33 to 4; June 26, Amateur, of Elizabeth, 24 to 2; July 10, Star, of Newark, 11 to 10; July 19, Franklin, of Rahway, 37 to 13; Aug. 8, Magic, of Newark, 12 to 9; Aug. 9, Flyaway, of New York, 15 to 8; Aug. 27, Quickstep, of Paterson, 31 to 9; Sept. 3, Franklin, of Rahway, 24 to 13; Oct. 2, Star, of Newark, 17 to 15; Oct. 9, Alpha, of Roseville, 21 to 14.

Totals, 287 to 121.

Average runs to a game—23 11-12 to 10 1-12.

FORFEIT.—July 31, Franklin, of Rahway, 9 to 0; Sept. 18, Oneida, of Orange, 9 to 0.

DEFEATS.—June 5, Star, of Newark, 30 to 25; July 4, Silver



Star, of New York, 8 to 5; July 16, Oneida, of Orange, 24 to 11; July 24, Silver Star, of New York, 7 to 5; Aug. 19, Oneida, of Orange, 11 to 10; Aug. 28, Silver Star, of New York, 13 to 12; Sept. 11, Alpha, of Roseville, 11 to 10; Oct. 16, Amateur, of Elizabeth, 23 to 21.

Totals, 127 to 99.

Averages to a game—15 7-8 to 12 3 8.

PROFESSIONAL.—July 1, Resolute, of Elizabeth, 16 to 3; July 8, Resolute, of Elizabeth, 15 to 10.

### WINONA (OF FLATBUSH.)

July 17, Progressive, of Williamsburgh, 13 to 26; July 24, Field, 21 to 10; Aug. 8, Progressive, of Williamsburgh, 46 to 44; Aug. 12, Warren, of Brooklyn, 38 to 41; Aug. 16, Amity, of Brooklyn, E. D., 14 to 2; Aug. 19, Neversweat, N. U., L. I., 30 to 10; Aug. 25, Rosedale of Brooklyn, 7 to 23; Aug. 26, Neversweat, N. U., L. I., 22 to 6; Sept. 3, Neversweat, N. U., L. I., 31 to 27, Sept. 6, Field, 18 to 12; Sept. 13, Washington, of Brooklyn, 39 to 6; Sept. 17, Progressive, of Williamsburgh, 14 to 12; Sept. 20, Rosedale, of Brooklyn, 9 to 25; Sept. 24, "Amateur," Flatbush, 42 to 5; Sept. 27, Washington, of Brooklyn, 30 to 5; Oct. 1, Crystal, of Brooklyn, 16 to 17; Oct. 4, Ætna, of Brooklyn, 27 to 13; Oct. 11, Contest, of Flatbush, 20 to 6; Oct. 15, Crystal, of Brooklyn, 14 to 21; Oct. 18, Emerald, Fort Hamilton, L. I., 40 to 3; Oct. 22, Athletic, of New York, 4 to 12.

Totals, 495 to 326.



## PROFESSIONAL CLUB AVERAGES FOR 1873.

The following are the averages of the professional clubs for 1873, as prepared by their respective scorers and secretaries:

## ATHLETIC.

PLAYERS.	Games.	Runs.	Base Hits.	Average Base Hits.	Number Put Out.	Times Assisted.	Average Put Out.	Average Assisted.
Anson.....	51	52	103	2.02	440	28	8.62	0.54
Fisler.....	43	43	73	1.69	170	119	3.95	2.76
McGreary.....	52	63	84	1.61	98	148	1.88	2.84
Sutton.....	51	50	82	1.60	87	127	1.70	2.49
McBride.....	49	41	71	1.44	26	59	0.53	1.20
Clapp.....	44	35	61	1.40	183	47	4.15	1.06
Fisher.....	51	50	68	1.33	94	26	1.84	0.50
Sensenderfer.....	19	11	25	1.31	44	1	2.31	0.05
McMullin.....	52	53	64	1.23	117	6	2.25	0.11
Reach.....	13	12	15	1.15	27	23	2.07	1.76
Murnan.....	40	54	41	1.02	138	15	3.45	0.37

## ATLANTIC.

PLAYERS.	Games.	1st base hits.	Average per game.
Pearce.....	59	89	1-30
Barlow.....	58	82	1-24
Pabor.....	57	80	1-23
Boyd.....	50	72	1-22
Ferguson.....	57	72	1-15
Remsen.....	52	62	1-10
Burdock.....	56	64	1-8
Dehlman.....	55	58	1-3
Booth.....	12	14	1-2
Brett.....	57	57	1-0



## FIELDING AVERAGES—IN-FIELDERS.

PLAYERS.	Games.	Put Out.	Average.	Assisted.	Average.
Barlow, c.....	58	176	3- 2	58	1- 0
Britt, p.....	57	20	0- 0	77	1-20
Dehlman, 1st b.....	55	686	12-26	11	0- 0
Burdock, 2d b.....	56	181	3-13	172	3- 4
Ferguson, 3d b.....	57	127	2-13	216	3-45
Pearce, s. s.....	59	60	1- 1	237	4- 1

## OUT FIELDERS.

Pabor.....	57	128	2-14	5	0- 0
Remsen.....	52	110	2- 6	7	0- 0
Boyd.....	50	53	1- 3	21	0- 0
Booth.....	12	20	1- 8	4	0- 0

Boyd played at third base occasionally, hence his large score of assistance. Where the average is less than one, we score it as nothing.

## BALTIMORE.

PLAYERS.	Games.	Runs.	Base Hits.	Average Base Hits per game.	Total put out.	Assisting.	Average put out.	Average assisting.
McVey.....	38	52	76	2.00	132	34	3.47	0.89
Carey.....	57	76	105	1.84	139	156	2.44	2.74
Force.....	49	81	85	1.73	89	138	1.82	2.82
Hall.....	36	45	59	1.64	90	2	2.50	0.06
Mills.....	55	66	89	1.62	520	7	9.46	0.13
York.....	58	71	90	1.55	190	7	3.28	0.12
Pike.....	57	73	93	1.67	53	7	0.93	0.12
Radcliffe.....	45	59	74	1.64	70	135	1.56	3.00
Craver.....	40	41	60	1.50	125	73	3.13	1.83
Brainard.....	16	18	20	1.25	3	15	0.19	0.93
Hastings.....	31	47	44	1.42	109	12	3.51	0.39
Cummings.....	42	30	47	1.12	22	44	0.52	1.05
	659		842	14.52	1542	630		10.86



BOSTON.

PLAYERS.	Games.	First Base Hits.	Average First bases to game.	Total Put Out.	Total Assisted.	Average Put Out.	Average Assisted.
Barnes .....	60	139	2.31	191	192	3.18	3.20
White.....	60	124	2.06	225	47	3.75	0.78
G. Wright .....	59	126	2.13	90	242	1.52	4.10
Addy .....	31	57	1.83	29	3	0.96	0.09
O'Rourke .....	57	103	1.80	392	23	6.87	0.40
Spalding. ....	60	110	1.80	40	120	0.66	2.09
Leonard.....	58	100	1.72	118	53	2.03	0.91
Manning.....	31	42	1.35	302	8	9.67	0.25
Schafer .....	60	85	1.41	118	84	1.96	1.40
H. Wright.....	58	72	1.24	61	17	1.05	0.29
Substitutes .....	6	6	1.00	27	5	4.50	0.83

MUTUAL.

BATTING AVERAGES.

PLAYERS.	Games.	1st base hits.	Average.
Eggler .....	61	105	1-44
Higham.....	57	90	1-33
Hatfield .....	61	92	1-31
Holdsworth.....	61	87	1-26
Nelson .....	43	65	1-22
Start .....	61	74	1-13
Gedney.....	61	67	1-6
Allison.....	12	15	1-3
Martin.....	36	38	1-2
Mathews. ....	58	59	1-1
Hicks.....	31	32	1-1
Bellan.....	8	8	1-0



## IN-FIELDERS.

PLAYERS.	Games.	Put Out.	Average.	Assisted.	Average.
Hicks, c.....	31	211	6-25	23	0-0
Allison, c.....	12	50	4-2	10	0-0
Higham, c. and r. f....	57	195	3-24	48	0-0
Mathews, p.....	58	33	0-0	61	1-3
Start, 1st b.....	61	488	8-0	26	0-0
Nelson, 2d b.....	43	88	2-2	71	1-28
Hatfield, 3d b.....	61	154	2-34	118	1-57
Holdsworth, s. s.....	61	86	1-25	166	2-44
Bellan, 3d b.....	8	15	2-0	9	1-1

## OUT-FIELDERS.

Gedney, l. f.....	61	215	3-22	11	0-0
Eggler, c. f.....	61	126	2-4	16	0-0
Martin, r. f.....	36	23	0-0	6	0-0

## PHILADELPHIA.

PLAYERS.	Games.	Runs.	Base Hits.	Put Out.	Assisted.	Average Runs.	Average Base Hits.	Average Outs.	Average Assisted.
Meyerle.....	47	53	82	85	102	1.12	1.74	1.80	2.17
Wood.....	41	68	68	139	10	1.65	1.65	3.39	2.56
Cuthbert.....	50	78	74	112	2	1.56	1.48	2.24	0.04
Malone.....	52	58	74	191	43	1.11	1.42	3.67	0.82
Fulmer.....	49	41	67	91	208	0.83	1.36	1.85	4.24
Mack.....	45	55	60	434	17	1.22	1.31	9.64	0.35
Zettlein.....	49	39	50	22	89	0.79	1.22	0.44	1.81
Bechtel.....	52	53	61	81	11	1.01	1.17	1.55	0.21
Treacy.....	51	47	59	110	3	0.92	1.15	2.15	0.15
Devlin.....	21	18	23	120	20	0.85	1.09	5.71	0.95



## RESOLUTE.

## BATTING AVERAGES.

PLAYERS.	Games.	1st b. hits.	Averages.
A. Allison.....	21	28	1-7
Booth.....	17	21	1-4
Wadsworth.....	11	14	1-3
D. Allison.....	17	19	1-2
Austin.....	21	22	1-1
Laughlin.....	12	12	1-0
Clinton.....	8	8	1-0
Fleet.....	21	19	0-0
H. Campbell.....	19	14	0-0
M. Campbell.....	19	11	0-0
Nevins.....	12	9	0-0

The other players, including Swandell, Lovett, Crane, Wolters and McDiarmed, only played in single games, except Swandell, who played in two.

## FIELDING AVERAGES—IN-FIELDERS.

PLAYERS.	Games.	Put Out.	Average.	Assisted.	Average.
D. Allison, c.....	17	49	2-15	17	1-0
Farrow, c.....	11	25	2-3	14	1-3
H. Campbell, p.....	18	10	0-0	39	2-1
M. Campbell, 1st b....	19	223	11-14	5	0-0
Laughlin, 2d b.....	12	33	2-9	37	3-1
Fleet, 3d b.....	21	61	2-19	66	3-3
Wadsworth, s. s.....	11	8	0-0	37	3-4
Nevins, 3d b.....	12	13	1-1	21	1-9
Clinton, 3d b.....	28	26	3-2	10	2-0

## OUT-FIELDERS.

A. Allison.....	21	51	2-12	3	0-0
Austin.....	21	30	1-10	3	0-0
Booth.....	17	29	1-12	4	0-0



## WASHINGTON.

## BATTING AVERAGES.

PLAYERS.	Games.	1st b. hits.	Averages.
Hines.....	36	53	1-17
Glenn.....	36	48	1-12
Waterman.....	15	27	1-12
Bielaski.....	35	42	1- 7
White.....	36	40	1- 4
Beals.....	34	37	1- 3
Donnelly.....	28	30	1- 2
Holly.....	36	37	1- 1
Gerholdt.....	12	12	1- 0
Snyder.....	26	18	0- 0
Stearns.....	28	16	0- 0

The appended table shows the fielding averages of the season

## FIELDING AVERAGES—IN-FIELD.

PLAYERS.	Games.	Put Out.	Averages.	Assisted.	Average.
Snyder, c.....	26	93	3-15	38	0- 0
Beals, c and 2d b.....	34	119	3-17	81	2-13
Stearns.....	28	15	0- 0	23	0- 0
Glenn, 1st b.....	36	352	9-28	5	0- 0
Donnelly, 2d b.....	28	56	2- 0	71	2-15
White, 3d b.....	36	79	2- 7	102	2-30
Watermann, s. s.....	15	19	1- 4	26	1-11
Gerholdt, s. s.....	12	8	0- 0	36	3- 0
Greason, p.....	8	4	0- 0	9	1- 1

## OUT-FIELD.

Hines.....	36	86	2-14	15	0- 0
Holly.....	36	59	1-23	10	0- 0
Bielaski.....	35	60	1-25	7	0- 0



## THE PLAYING RULES OF BASE-BALL FOR 1874.

### RULE FIRST.—THE MATERIALS OF THE GAME.

#### THE BALL.

SECTION 1.—The ball must weigh not less than five, nor more than five and one-quarter ounces avoirdupois. It must measure not less than nine, nor more than nine and one-quarter inches in circumference. It must be composed of India rubber and woolen yarn, and be covered with leather. The quantity of rubber used in the ball shall be one ounce, and the rubber used shall be vulcanized and in mould form.

#### FURNISHING THE BALL.

SEC. 2.—In all games of a series the ball shall be furnished by the visiting club, but when single games only are played the ball shall be furnished by the home club. In all cases it shall become the property of the winning club as a trophy of victory.

#### A LEGAL BALL.

SEC. 3.—No ball shall be played with in any regular match game unless it be the regulation size and weight, and also have the name of its maker, and the figures indicating its weight and circumference, plainly stamped on its cover.

#### CHANGING THE BALL.

SEC. 4.—When the ball, in the opinion of the umpire, has become so injured as to be unfit for fair use, a new ball shall be called for by the umpire, and the same shall be furnished by the club supplying the first ball used in the game.

#### THE BAT.

SEC. 5.—The bat must be round, and must not exceed two and a-half inches in diameter in the thickest part. It must be made wholly of wood, and shall not exceed forty-two inches in length.

#### THE BASES.

SEC. 6.—The bases must be four in number, and they must be placed and securely fastened upon each corner of a square whose sides are respectively thirty yards. The bases must be so constructed and placed as to be distinctly seen by the umpire, and must cover a space equal to one square foot of surface. The first, second and third bases shall be canvas bags, painted white, and filled with some soft material; the home base shall consist of white marble or stone, so fixed in the ground as to be even with the surface, and with one corner of it facing the pitcher's position.



## POSITION OF THE BASES.

SEC. 7.—The base from which the ball is struck shall be designated the home base, and must be directly opposite to the second base; the first base must always be that upon the right hand, and the third base that upon the left hand side of the striker, when occupying his position at the home base. And in all match games, a line connecting the home and first base and the home and third base, as also the lines of the striker's and pitcher's positions, shall be marked by the use of chalk, or other suitable material, so as to be distinctly seen by the umpire. The base bag shall be considered the base, and not the post to which it is, or should, be fastened. The line of the home base shall extend three feet on each side of the base, and it shall be drawn parallel to a line extending from first to third base.

## RULE SECOND.—THE GAME.

## THE INNINGS.

SECTION 1.—The game shall consist of nine innings to each side; when, at the close of such number of innings, should the number of runs be equal, the play shall be continued until a majority of runs, upon an equal number of innings, shall be declared, which shall conclude the game. All innings must be concluded at the time the third hand is put out.

## NO GAME.

SEC. 2.—Under no circumstances shall a game be considered as played, or a ball be claimed or delivered as the trophy of victory, unless five innings on each side shall have been played to a close. And should darkness or rain intervene before the third hand is put out in the closing part of the fifth inning of a game, the umpire shall declare "no game."

## DRAWN GAMES.

SEC. 3.—Whenever a game of five or more innings on each side is stopped by darkness, rain, or other such causes, and the score at the time is equal on the even innings played, then the game shall be declared drawn; but under no other circumstances shall a drawn game be declared.

## IRREGULAR GAMES.

SEC. 4.—No ball shall be claimed or delivered (except as otherwise provided in these rules) unless it be won in a regular match game; and no match game shall be considered regular if any of the rules of the game be violated by either of the contesting nines, whether by mutual consent or otherwise.

## FORFEITED GAMES.

SEC. 5.—Whenever a match shall have been determined upon between two clubs, play shall be called at the exact hour appointed; and should either party fail to produce their players within thirty minutes thereafter, the party so failing shall admit a defeat, and shall forfeit the ball to the club having their nine players on the ground ready to play, and the game



so forfeited shall be considered as won, and so counted in the list of matches; and the winning club shall be entitled to a score of nine runs to none for any game so forfeited. Should the delinquent club, however, fail to play on account of the recent death of one of its active members, or from an unavoidable accident, no such forfeiture shall be declared.

#### NO PLAY IN RAIN.

SEC. 6.—No match shall be commenced when rain is falling, nor shall play in any game be continued after rain has fallen for five minutes. Should rain commence to fall during the progress of a match game, the umpire shall promptly note the time it began to rain, and should rain continue for five minutes, he shall suspend play directly; and such suspended game shall not be resumed until, in the opinion of the umpire, the ground is in fit condition for fair fielding.

#### CALLING "PLAY" AND "TIME."

SEC. 7.—When the umpire calls "play," the game must at once be proceeded with, and the party failing to take their appointed positions in the game within five minutes thereafter shall forfeit the game. All such forfeited games shall be recorded as won by a score of nine runs to none, and the game so won shall be placed to the credit of the nine ready to continue the game. When the umpire calls "time," play shall be suspended until he calls "play" again, and during the interim no player shall be put out, base be run or run be scored.

#### SUSPENDING PLAY.

SEC. 8.—The umpire in any match shall determine when play shall be suspended; and, if the game can not be fairly concluded, it shall be decided by the score of the last equal innings played; unless one nine shall have completed their innings, and the other nine shall have exceeded the score of their opponents in their incompleted innings, in which case, the nine having the largest score shall be declared the winners; also in all games terminating similarly, the total score obtained shall be recorded as the score of the game.

#### ENDING A GAME.

SEC. 9.—When the umpire "calls" a game it shall end; but when he merely suspends play for any stated period, it may be resumed at the point at which it was suspended, provided such suspension does not extend beyond the day of the match.

### RULE THIRD.—THE PLAYERS.

#### ELIGIBLE PLAYERS.

SECTION. 1.—In playing matches, nine players from each of the contesting clubs shall constitute a full field; and these players must be regular members of the club they represent. They must also not have been members of any other club belonging to the Professional Association for sixty days prior to the date of the match they play in; except the club they were previously members of shall have been disbanded, and their



written engagement with such club shall have been duly canceled. The sixty days, however, shall not date back prior to April 1 of the season they play in.

PLAYING IN A REGULAR MATCH.

SEC. 2.—Every player taking part in a regular match game, no matter what number of innings be played, or whether he be an actual member or not, shall be regarded as a member of the club he plays with; and all match games shall be considered "regular," in the meaning of this rule, in which nines of two contesting clubs of the Professional Association take part.

INELIGIBLE PLAYERS.

SEC. 3.—No person who shall have been legally expelled from another club for dishonorable conduct shall be competent to take part in any match game until reinstated by the Judiciary Committee.

PLAYERS VIOLATING CONTRACTS.

SEC. 4.—No player who is under an existing and valid contract to play base-ball with any club belonging to the Professional Association shall be allowed to play in the nine of any other club of the Association in any regular match game until such contract has been duly canceled. And any player who shall, while a legal member of a Professional Association club, bind himself to serve as a player in any other professional organization—whether belonging to this Association or not—shall forfeit the entire amount of his salary, or be liable to expulsion from the Association, at the option of the Association Judiciary Committee, before whom the case shall be heard.

AGREEMENTS TO BE IN WRITING.

SEC. 5.—No contract between club and player shall be deemed valid, except it be signed by the player who is engaged and the President or Manager of the club which engages him; and except, also, it be signed by two witnesses, one for each party.

ALL BETTING BY PLAYERS PROHIBITED.

SEC. 6.—Any player who shall be in any way interested in any bet or wager on the game in which he takes part, either as player, umpire or scorer, or who shall either purchase, or have purchased for him, any "pool" or chance—sold or given away—on the game he plays in, shall be dishonorably expelled both from the club of which he is a member and from the "National Association of Professional Players." And any player who shall in any way be similarly interested in any regular match game between two clubs of the Association, shall be suspended from legal service as a member of any Professional Association club for the season during which he shall have violated this rule.

THE COURT OF ADJUDICATION.

SEC. 7.—All decisions rendered by clubs in accordance with this third rule of the playing code of the Professional Associ-



ation shall be open to an appeal to the Judiciary Committee of the Professional Association, whose decision shall be final.

#### POSITIONS OF PLAYERS.

SEC. 8.—Positions of players and choice of first innings shall be determined by captains previously appointed for that purpose by the two contesting clubs. The nine fielders of each contesting club shall be privileged to take any position in the field their captain may choose to assign them, with the exception of the pitcher, who must occupy his appointed position.

#### SUBSTITUTES.

SEC. 9.—No player, not in position on the field, or ready to take his turn at the bat, after the close of the third innings, and before the commencement of the fourth innings, shall be substituted for any other player, or take part in the game except as provided in Section 15 of Rule VI.

### RULE FOURTH.—THE PITCHING DEPARTMENT.

#### THE PITCHER'S POSITION.

SECTION. 1.—The pitcher's position shall be within a space of ground six feet square, the front line of which shall be distant forty-five feet from the center of the home base; and the center of the square shall be equidistant from the first and the third bases. Each corner of the square shall be marked by a flat iron plate six inches square.

#### DELIVERING THE BALL.

SEC. 2.—The player who delivers the ball to the bat must do so while within the lines of the pitcher's position, and he must remain within them until the ball has left his hand; and he shall not make any motion to deliver the ball while outside the line of the pitcher's position. The ball must be delivered to the bat with the arm swinging nearly perpendicular to the side of the body.

#### A FOUL DELIVERY.

SEC. 3.—Should the pitcher deliver the ball by an overhand throw, a foul balk shall be declared. Any outward swing of the arm—as that of round-arm bowling in cricket—or any other swing save that of the perpendicular movement referred to in section 2 of the rule, shall be considered an overhand throw.

#### FAIR BALLS.

SEC. 4.—Every ball fairly delivered and sent in to the bat over the home base, and at the height called for by the batsman, shall be considered a "fair ball."

#### WIDE BALLS.

SEC. 5.—All balls delivered to the bat that are sent in over the striker's position, or on the ground in front of the home base, (Rule V. Sec 1) or touching his person or out of reach of his bat or on the side opposite to that which the batsman strikes from, shall be considered wide balls; and every such



wide ball must be called in the order of its delivery after the first ball has been delivered, the first ball to each striker alone to be excepted. When three "wides" have been called, the striker shall take his first base; and every player occupying a base who is thereby forced to leave said base, shall also in such case take one base. No wide ball shall be called until it has passed the line of the home base.

#### CALLED BALLS.

SEC. 6.—All balls delivered to the bat which are not designated as "wide" balls, and yet are not sent over the home base, or at the height from the ground called for by the batsman, shall be called in the order of every third ball thus unfairly delivered; and when three such balls shall have been called, the striker—and also all players occupying bases—shall take one base, as in the case of "wide" balls. No "ball" shall, however, be called, until the ball has passed the line of the home base.

#### BALKING.

SEC. 7.—Should the pitcher make any motion to deliver the ball to the bat and fail so to deliver it—except the ball be accidentally dropped—the umpire shall call a balk, and players occupying bases shall then take one base, as in the case of wide balls.

#### FOUL BALKS.

SEC. 8.—When a foul balk is called, the umpire shall warn the pitcher of the penalty incurred for such unfair delivery; and should such delivery be continued until three foul balks have been called in one inning, the umpire shall declare the game forfeited by a score of nine runs to none.

#### HITTING AT WIDE OR CALLED BALLS.

SEC. 9.—Should the batsman strike at a ball on which a "wide" or "ball" shall have been called, such call shall be considered void, and the ball be regarded as fairly delivered.

#### DEAD BALLS.

SEC. 10.—All balls delivered to the bat which shall either touch the striker's bat, without being struck at, or hit the batsman's person while standing in his position, or which shall hit the person of the umpire, shall be considered as dead balls, and no players shall be put out, base be run, or run be scored on any such ball.

### RULE FIFTH.—THE BATTING DEPARTMENT.

#### THE BATSMAN'S POSITION.

SECTION 1.—The batsman's or striker's position shall be within a space of ground—located on either side of the home base—six feet long by three feet wide, extending three feet in front and behind of the line of the home base, and with its nearest line distant one foot from the home base.



## A FAIR STRIKE.

SEC. 2.—The batsman, when in the act of striking at the ball, must stand within the lines of his position.

## A FOUL STRIKE.

SEC. 3.—Should the batsmen, when in the act of striking at the ball, step outside the lines of his position, the umpire must call "foul strike," and three such foul strikes shall put the batsman out. If a ball on which such strike is called be hit and caught, either fair or foul, the striker shall be declared out. No base shall be run, or player running the bases be put out, on such a strike; but any player running bases shall be allowed to return to the base he has left without being put out.

## THE ORDER OF STRIKING.

SEC. 4.—The batsmen must take their positions in the order in which they are named on the score-book; and after the third man is out in any inning, the first striker in the succeeding inning shall be that batsman whose name follows that of the third man out in the previous inning.

## FAILING TO TAKE POSITION.

SEC. 5.—Any batsman failing to take his position at the bat in his order of striking, unless the error be discovered before a fair ball be struck or a striker put out—unless by reason of illness or injury, or by consent of the captains of the contesting nines—shall be declared out.

## REFUSING TO STRIKE.

SEC. 6.—Any batsman refusing to take his position at the bat within three minutes after the umpire has called for the striker shall be declared out.

## FAILING TO STRIKE AT FAIR BALLS.

SEC. 7.—Should the batsman fail to strike at a ball sent in by the pitcher over the home base, and within the specified reach of the bat, the umpire shall call "one strike;" and when three such strikes have been called, the batsman must run to first base, as in the case of hitting a fair ball. But no such strike shall be called on the first ball delivered to each batsman, except the ball be struck at: nor on any ball not sent in at the height called for, or not sent in over the home base. But should neither a high or low ball be called for, in such case every ball sent in over the home base shall be regarded as a fairly delivered ball.

## THE FOUL BALL LINES.

SEC. 8.—The foul ball lines shall be unlimited in length, and shall run from the center of the home base through the center of the first and the third base to the foul ball posts, which shall be located at the boundary of the field, and within the range of home and first base, and home and third base. Said lines shall be marked from base to base with chalk, or some other white substance, so as to be plainly seen by the umpire.



## A FAIR-HIT BALL.

SEC. 9.—If the ball, from a fair stroke of the bat first touches the ground, the person of a player or any other object, either in front of, or on, the foul ball lines, it shall be considered fair.

## A FOUL-HIT BALL.

SEC. 10.—If the ball from a fair stroke of the bat first touches the ground, the person of a player, or any other object behind the foul ball lines, it shall be declared foul; and the ball so hit shall be called foul by the umpire even before touching the ground, if it be seen falling foul.

## HITTING UNFAIR BALLS.

SEC. 11.—Should the batsman strike at or hit any ball on which a "wide" or a "ball" has been called, the umpire shall disregard the call of such "wide" or "ball," and render his decision simply on the strike or hit made.

## SPECIFYING BALLS.

SEC. 12.—The batsman shall be privileged to require the ball to be delivered by the pitcher "high" or "low," in which case the umpire shall notify the pitcher to deliver the ball at the height called for. A "high ball" shall be one sent in by the pitcher above the waist of the batsman, but not higher than his shoulder; and a "low ball" shall be one sent in below the batsman's waist, but not lower than within one foot of the ground and over the home base.

## FAILING TO CALL.

SEC. 13.—Should the batsman fail to call for either a high or a low ball, in such case all balls sent in over the home base, and not higher than the batsman's shoulder, nor lower than one foot from the ground, shall be considered fair balls on which to call "strikes," when the batsman fails to strike at them as referred to in section 7 of this rule.

## HOW BATSMEN ARE PUT OUT.

SEC. 14.—The batsman shall be declared out by the umpire as follows:

If a fair ball be caught before touching the ground, no matter now held by the fielder catching it, or whether the ball first touches the person of another fielder or not, provided it be not caught by the cap.

If a foul ball be similarly held, or if it be so held after touching the ground but once.

If a fair ball be held by a fielder while touching the first base with any part of his person before the base-runner touches said base after hitting a fair ball.

If the batsman, after striking three times at the ball and failing to hit it, and, running to first base, fails to touch that base before the ball is legally held there.

If, after the batsman has similarly failed to hit the ball, it be caught either before touching the ground, or after touching the ground but once.



If the batsman willfully strikes at the ball to hinder the ball from being caught.

If the batsman makes three foul strikes, as defined in Rule V.

#### WHEN BATSMEN BECOME BASE-RUNNERS.

SEC. 15.—When the batsman has fairly struck a fair ball, he shall vacate his position, and he shall then be considered a base-runner until he is put out or scores his run.

### RULE SIXTH.—RUNNING THE BASES.

#### ORDER OF MAKING BASES.

SECTION 1.—The order in which players shall run bases shall be the same as that observed in going to the bat, and after the ball has been hit fairly the bases shall be run in the following order, viz : from home to first base, thence to second and third bases, to the home base.

#### VACATING BASES.

SEC. 2.—No player running the bases shall be forced to vacate the base he occupies, unless by the act of the batsman in striking a fair ball. Should the first base be occupied by a base-runner when a fair ball is struck, the moment such ball is struck the base-runner shall cease to be entitled to hold said base until the player running to first base shall be put out. The same rule shall also apply in the case of the occupancy of the other bases under similar circumstances. But no base-runner shall be forced to vacate the base he occupies, if the base-runner preceding him is not thus obliged to vacate his base.

#### PUT OUT WHEN FORCED OFF.

SEC. 3.—Players forced to vacate their bases may be put out by any fielders in the same manner as when running to first base. But the moment the player running to first base is put out, that moment the other base-runners shall cease to be forced to vacate a base.

#### OVERRUNNING FIRST BASE.

SEC. 4.—The player running to first base shall be privileged to overrun said base without his being put out for being off the base after first touching it—provided that in so overrunning the base he make no attempt to run to second base; but if, in so overrunning first base he also attempts to run to second base, he shall forfeit such exemption from being put out. After overrunning such base, the base-runner must return and re-touch said base at once, and after re-touching he can be put out as at any other base.

#### ALL BASES TO BE TOUCHED.

SEC. 5.—Players running bases must touch each base in regular order, viz.: first, second, third, and home base; and when obliged to return to bases they have occupied, they must re-touch them in the reverse order. No base shall be considered as having been occupied or held until it has been touched.



## RUNNING OUT OF THE LINE OF BASES.

SEC. 6.—Any player running a base who shall run beyond three feet from the line from base to base, in order to avoid being touched by the ball in the hands of a fielder, shall be declared out by the umpire with or without appeal: but unless he so run to avoid the ball, he shall not be decided out.

## WHEN A RUN IS SCORED.

SEC. 7.—One run shall be scored every time a base-runner, after having regularly touched all the bases, shall touch the home base. But no such run shall be scored unless the home base be so touched before three players are put out. If the third player is put out before reaching first base the run shall not be scored.

## TAKING BASES ON BALKS.

SEC. 8.—When a "balk" is called by the umpire, every player running the bases shall take one base without being put out.

## TAKING BASES ON WIDE AND CALLED BALLS.

SEC. 9.—When three "wide" or "called" balls have been called by the umpire, the batsman shall take one base without being put out; and should any base-runner thereby be forced to vacate his base, he also shall take one base; and each base-runner thus given a base shall be at liberty to run to other bases besides the base given, but only at the risk of being put out in so running.

## HOLDING A BASE.

SEC. 10.—A player running the bases shall be considered as holding a base—viz.: entitled to occupy it—until he shall have regularly touched the next base in order.

## RUNNING BASES ON FAIR-FLY BALLS.

SEC. 11.—No base shall be run, or run scored, when a fair ball has been caught, or momentarily held before touching the ground, unless the base held when the ball was hit is re-touched by the base-runner after the ball has been so caught or held by the fielder. But after the ball has been so caught or held, the base-runner shall be privileged to attempt to make a base or a score run. He shall not, however, be entitled to any base touched after the ball has been hit and before the catch is made.

## PUT OUT IN RETURNING TO BASES.

SEC. 12. Any player running bases on foul balls, or on fair balls caught before touching the ground, shall be obliged to return to the base he occupied when the ball was struck, and re-touch such base before attempting to make another base, or score a run; and said player shall be liable to be put out in so returning, as in the case of running to first base when a fair ball is hit and not caught flying. In the case of a foul ball—not caught before touching the ground—the base-runner, re-



turning to touch the base, must remain on it until the ball is held by the pitcher.

#### OBSTRUCTING BASE-RUNNERS.

SEC. 13.—If the player running the bases is prevented from making a base by the obstruction of an adversary, he shall be entitled to that base, and shall not be put out. Any obstruction that could readily have been avoided shall be considered as intentional.

#### SUBSTITUTES IN RUNNING BASES.

SEC. 14.—No player shall be allowed a substitute in running the bases, except for illness or injury, unless by special consent of the captain of the opposing nine; and in such case, the latter shall select the player to run as substitute. The substitute in question shall take his position so as to cross the batsman's position, and in front of the home base, and he shall not start to run until the ball is struck at or hit. The substitute shall be the player running the bases.

#### HOW BASE-RUNNERS ARE PUT OUT.

SEC. 15.—Any player running the bases shall be declared out if at any time, while the ball is in play, he be touched by a fielder with the ball in hand, without some part of his person is touching a base; and should the said fielder, while in the act of touching the base-runner, have the ball knocked out of his hand, the player so touched shall be declared out.

If the ball be held by a fielder on the first base before the base-runner, after hitting a fair ball, touches that base, he shall be declared out; but if the ball be held by a fielder while touching first base at the same time the base-runner touches it, the latter shall not be declared out.

Any base-runner failing to touch the base he runs for shall be declared out if the ball be held by a fielder, while touching said base, before the base-runner returns and touches it.

Any base-runner who shall in any way interfere with or obstruct a fielder while attempting to catch a fair fly-ball, or a foul ball, shall be declared out by the umpire, with or without appeal. If he willfully obstruct a fielder from fielding a ball, he shall be similarly declared out; and if he intentionally kick or let the ball strike him, he shall be declared out.

### RULE SEVENTH.—THE UMPIRE AND HIS DUTIES.

#### SELECTING AN UMPIRE.

SECTION 1.—The umpire shall be chosen by the captains or the officers of the two contesting clubs, and he shall determine all disputes and differences between the contesting players, which may occur during the game.

#### THE UMPIRE THE SOLE JUDGE.

SEC. 2.—The umpire in a match shall be the sole judge of fair and unfair play, and there shall be no appeal from his de-



cisions except through the Judiciary Committee of the National Association of Professional Players.

#### CHANGING AN UMPIRE.

SEC. 3.—The umpire shall not be changed during the progress of a match unless for reasons of illness or injury, or by the consent of the captains of the two contesting nines; and, in the latter case, not even then, unless he shall have willfully violated the written rules of the game.

#### THE UMPIRE'S SPECIAL DUTIES.

SEC. 4.—Before the commencement of a match, the umpire shall see that the rules governing the materials of the game, and also those applicable to the positions of batsman and pitcher, are strictly observed; and also that the fence in the rear of the catcher's position is distant not less than ninety feet from the home base, except it mark the boundary line of the field, in which case the umpire, for every ball passing the catcher and touching the fence, shall give each base-runner one base without his being put out.

He shall also require the ball to be supplied by the visiting club, and see that it have the figures indicating its size and weight, as also the name of the maker stamped upon it. (Rule I. section 2.)

Before calling "play," the umpire shall ask the captain of the players on whose ground the match is played whether or not there are any special ground rules to be enforced, and if there are, he shall take note of such rules and see that they are duly enforced, provided they do not conflict with any regular rules of the game.

Should the umpire not be so notified of the existence of any special ground rules, then such rules shall not be enforced.

#### CALLING "PLAY" AND "TIME."

SEC. 5.—When the umpire calls "play," the game must at once be proceeded with; and when he calls "time," all play shall be suspended, and the ball shall be considered dead until he calls "play" again, and either side causing intentional delay shall forfeit the game by a score of 9 to 0.

#### CALLING A GAME.

SEC. 6.—When the umpire "calls" a game, it shall end; but when he simply suspends play for a stated period, the game can be resumed at the point at which it was suspended, provided such suspension does not extend beyond the day of the match.

#### SUSPENDING PLAY.

SEC. 7.—The umpire shall determine when the play shall be suspended; and, if the game can not be fairly concluded, it shall be decided by the score of the last equal innings played, unless one nine shall have completed their innings, and the other nine shall have exceeded or equaled the score of their opponents in their incomplete innings, in which case the nine



having the higher score shall be declared the winners; also, in all games terminating similarly, the total score obtained shall be recorded as the score of the game.

#### REVERSING DECISIONS.

SEC. 8.—No decision rendered by the umpire on any point of play in base-running shall be reversed upon the testimony of any of the players. But if it shall be shown by the two captains of the contesting clubs that the umpire has palpably misinterpreted the rules, or given an erroneous decision, he shall be privileged to reverse said decision.

#### DECISIONS ON CATCHES.

SEC. 9.—Should the umpire be unable to see whether a catch has been fairly made or not, he shall be privileged to appeal to the bystanders, and to render his decision according to the fairest testimony at command.

#### INTERFERING WITH THE UMPIRE.

SEC. 10.—No person not engaged in the game shall be permitted to occupy any position within the lines of the field of contest, or in any way interrupt the umpire during the progress of the game; and no player shall be permitted to converse with the umpire during any part of the contest, except to make a legal appeal for his decision in giving a player out.

#### APPEALING TO THE UMPIRE.

SEC. 11.—The umpire shall render no decision in the game except when appealed to by a player, unless expressly required to do so by the rules of the game, as in calling "wides," "balls," etc.

#### CALLING WIDE AND FOUL BALLS.

SEC. 12.—The umpire shall call all wide balls whenever delivered, but not until the ball has passed the batsman. He shall call all foul balls the moment they are seen to be falling outside of the foul-ball lines. But he shall call no fair ball unless appealed to for a decision.

#### INTERFERING WITH PLAYERS.

SEC. 13.—The umpire shall require the players on the batting side who are not at the bat, nor running the bases, to keep at a distance of not less than fifty feet from the line of home and first base and home and third base, or farther off if the umpire so decides, except the captain and one assistant only to be permitted to approach the foul line not nearer than fifteen feet to coach the players running the bases; and no player of that side, not engaged at the bat or in running the bases, shall be permitted to enter the infield, except in cases of illness or injury. Either side persisting in infringing this rule shall suffer the penalty of a forfeiture of the game.

#### UNFAIR FIELDING.

SEC. 14.—Should any fielder stop or catch the ball with his hat, cap, or any other part of his dress, the umpire shall call "dead ball," and such ball shall not be alive or in play again



until the umpire shall call "ball in play." But any player running a base at the time said ball was so stopped or caught, shall be entitled to the base he is running for. Should the ball be willfully stopped by any outside person not engaged in the game, the ball shall be similarly regarded as dead until settled in the hands of the pitcher, while standing within the limits of his position, and players running bases at the time shall be entitled to the base they were running for.

#### FORFEITED GAMES.

SEC. 15.—Any match-game in which the umpire shall declare any section of this code of rules to have been willfully violated shall at once be declared, by the umpire, to have been forfeited by the club so violating the rules; and all such games, as also all forfeited games, shall be declared by the umpire as forfeited by a score of nine runs to none. But no game shall be forfeited by the failure of the umpire to discharge his duties.

#### COMPENSATING THE UMPIRE.

SEC. 16.—The umpire in a match-game shall be privileged to accept such compensation for his services as the contesting clubs shall deem advisable, provided he receives from each club the same amount of compensation, but not otherwise.

#### MISINTERPRETING THE RULES.

SEC. 17.—Should the umpire refuse to enforce any special section of this code of rules, or should he interpret the same except by the express letter of the rule, he shall cease to be eligible to act in the position, and shall at once be dismissed.

## THE CHAMPIONSHIP CODE.

### RULE I.

#### LEGAL CONTESTANTS.

SECTION 1.—All club contestants for the championship pennant of the National Association of Professional Base-Ball Players shall be regularly enrolled members of the said Association; and before being eligible to enter the lists in the championship arena, they must have paid the entry fees as hereinafter provided.

#### ENTRY FEE.

SEC. 2.—Each contesting club in the championship arena of the Professional Association shall pay to the Secretary of said Association the sum of fifteen dollars entry fee, the same to be paid on or before the first day of May of the championship season.

#### THE EMBLEM OF CHAMPIONSHIP.

SEC. 3.—The amount received for entry fees, as referred to in Sec. 2 of this code, shall be expended in the purchase of a handsome flag and pennant, on the former of which the word "Champions," and the name of the winning club, and the year for which they hold the championship, shall be inscribed.



## THE CHAMPIONSHIP SEASON.

SEC. 4.—The championship season shall extend from the first day of March to the first day of November of each year, and no game shall count in the championship series unless played within the above-named period.

## RULE II.

## REGULAR MATCHES.

SECTION 1.—No match-game shall be considered legal, or shall count in the series of championship contests, unless the contesting clubs shall previously have duly paid their entry fees.

## THE CHAMPIONSHIP SERIES.

SEC. 2.—The regular series of championship contests shall consist of ten games, and each club entering the lists shall play ten games with every other club contesting for the championship pennant.

## FIVE GAMES TO BE PLAYED.

SEC. 3.—No game played between two contesting clubs in the championship arena shall count as a regular match in the championship series, when the total games won are counted at the close of the season, unless each of such contesting clubs shall have played not less than five games with every other contesting club in the arena.

## NO EXHIBITION GAMES.

SEC. 4.—No contesting club in the championship arena shall play any "exhibition" or "tournament" game with any other of said contestants, within the United States, until said club has finished its regular series of ten championship games.

## RULE III.

## WINNING THE PENNANT.

SECTION 1.—The club which shall win the greatest number of regular games in the championship arena shall be declared the champion club for the season in which such games are played; and, moreover, such club shall be entitled to fly the championship pennant until the close of the ensuing season.

## A TIE RECORD.

SEC. 2.—In case of a tie record of won games between two or more of the contesting clubs in the arena, the Judiciary Committee shall decide which club shall be entitled to the championship for the succeeding season.

## PRESENTING THE EMBLEM.

SEC. 3.—The championship pennant shall be presented to the club declared champions by a majority vote of the Championship Committee, within thirty days from the date of the close of the championship season.

## RULE IV.

## AWARDING THE PENNANT.

SECTION 1.—At the close of the championship season, each



contesting club in the arena shall send in to the Championship Committee a full record of the championship games played, won and lost by such club during the season; and said committee shall then examine the several records, and compare the same, and afterward award the pennant in accordance with the code of championship rules. No record shall be received by said committee unless sent in within twenty days after the close of the championship season, and no award of the pennant shall be made except upon the basis of such legal records of the contesting clubs.

#### ILLEGAL GAMES.

SEC. 2.—The Championship Committee shall count no game as a championship contest in which any section of the playing code of rules, or of the championship code of the Professional Association, shall have been wilfully violated.

#### CHARGES OF VIOLATING THE RULES.

SEC. 3.—No charge of fraudulent play, or of any violation of the Rules of the Professional Association, shall be entertained or acted upon by the Championship Committee, unless the same shall first have been fully investigated and passed upon by the Judiciary Committee of said Association.

#### PRESENTATION OF CHARGES.

SEC. 4.—No charge of violating the rules of the Professional Association shall be adjudicated upon by either the Judiciary or the Championship Committees of the said Association, unless the same shall have been presented in writing to the Judiciary Committee on or before the 15th day of November. And no charge whatever shall be acted upon by either committee unless duly presented in writing to one or other of the members of the Judiciary Committee of the Professional Association, which committee shall be the sole judges of the law and the testimony in the case; and from their decision there shall be no appeal.

### RULE V.

#### FORFEITED GAMES.

SECTION 1.—Should either of two clubs fail to meet a regular engagement to play, mutually agreed upon—except on account of the death or severe illness of one of its players, or on account of stormy weather—the club thus failing to play shall forfeit the game to the club having its men on the field ready to play at the time appointed; and such forfeited game shall count in the series of championship contests as a game won by a score of nine runs to none.

#### CHAMPIONSHIP ENGAGEMENTS.

SEC. 2.—After any two contesting clubs shall have mutually agreed upon which ground the first game of the series between them shall be played, the succeeding games of the series shall be alternately played on the grounds of each of the contesting clubs.



## TIE GAMES.

SEC. 3.—In case of a tie game ending in a draw match in any series of championship contests between two clubs, said tie or draw-game shall not count on the record of either club, if there be not due time to play such game over before the close of the season. And no tie or drawn game shall be played over again until after the full series of ten games have been played, including such drawn matches.

## NO POOL-SELLING.

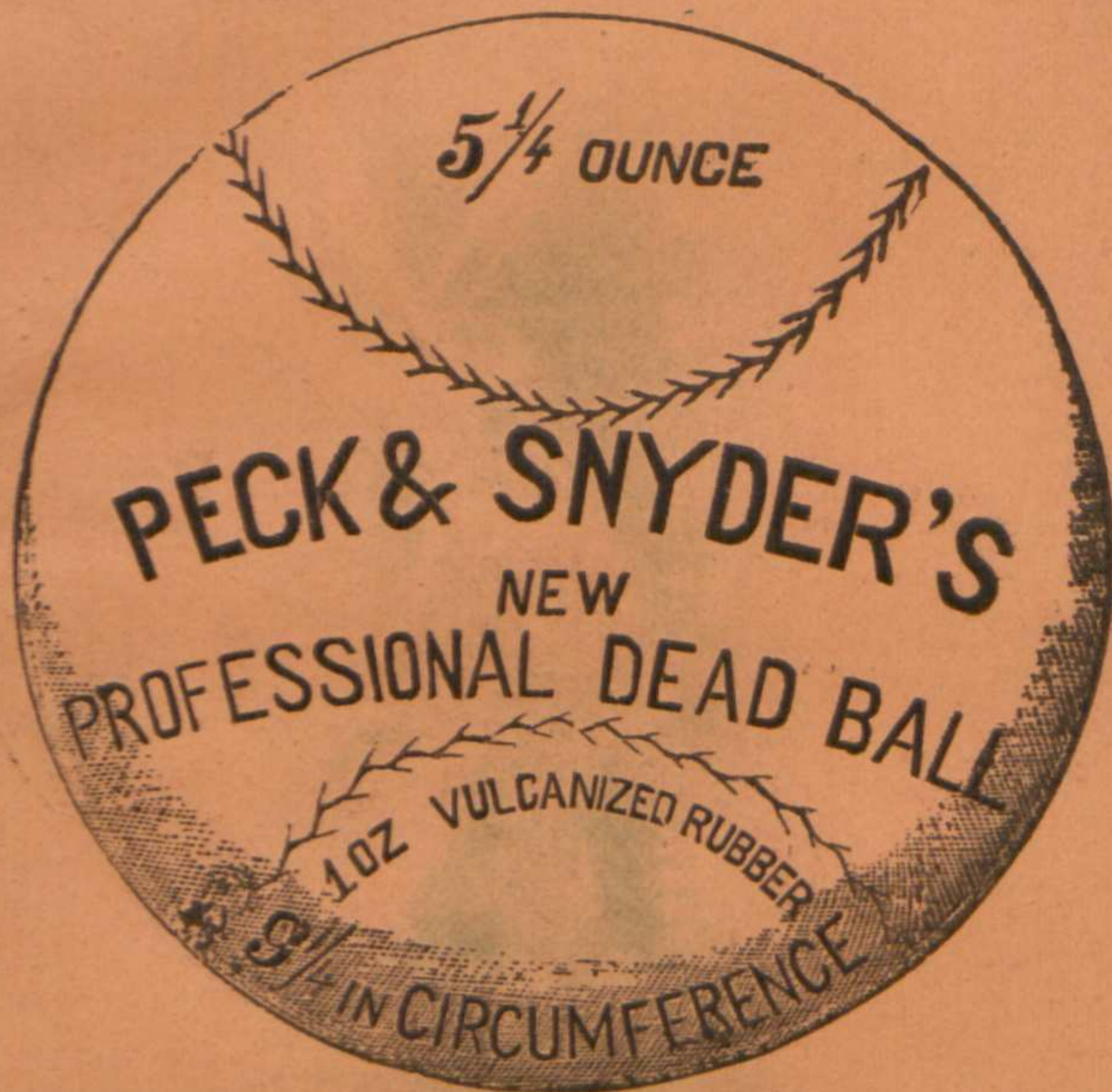
SEC. 4.—No championship game shall be played on any ball-ground on which any pool-selling is allowed.



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